St. #3300

Based on J.R.R. Tolkien's MIDDLE-EARTH™ as detailed in THE HOBBIT™ and THE LORD OF THE RINGS™.

havens of gondor™

MERP™

Rolemaster

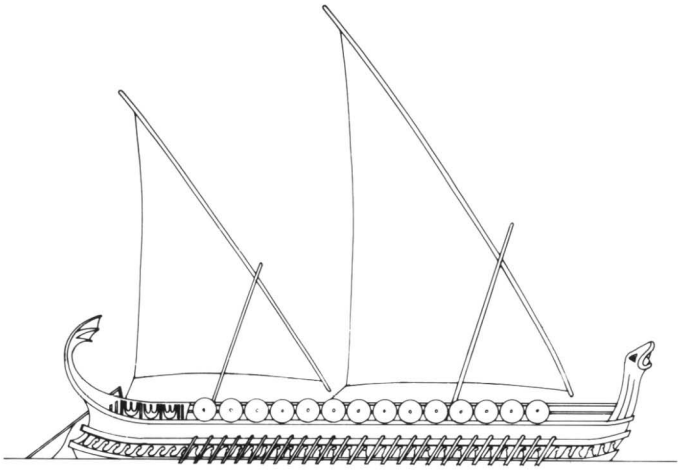
Land of Belfalas

I.C.E.®

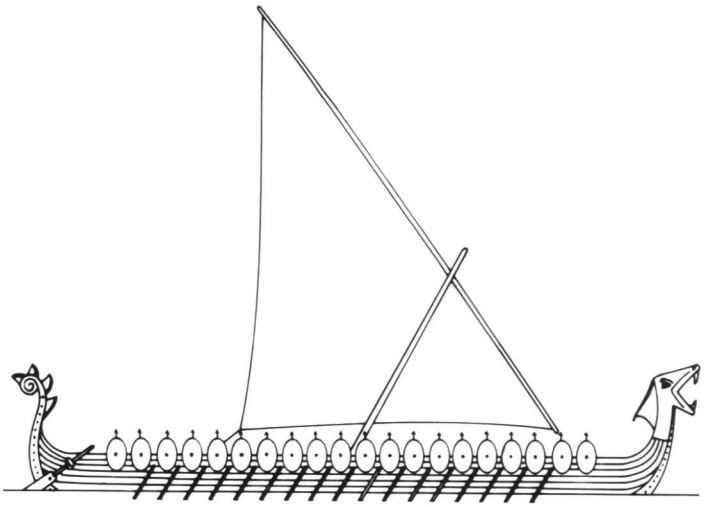
Sail the rugged seas off Gondor's south coast, where Corsairs of Umbar battle the majestic white ships of Dol Amroth. Here, the Elves built the great haven of Edhellond and Galadriel erected the Sea-ward Tower, most famous beacon in all of Middle-earth. Journey along the twisting streets of Dol Amroth, City of Princes, and bustling capital of Belfalas.

EXPLORE:

- DOL AMROTH, one of Gondor's finest ports,
- EDHELLOND, the Elfhaven, home of tunnel-harbours and magic Swan-ships,
- LINHIR, the gateway to central Gondor,
- BELFALAS, the province of Princes.



HARADAN MERCHANT VESSEL
(dromon design, Umbar or Harad)



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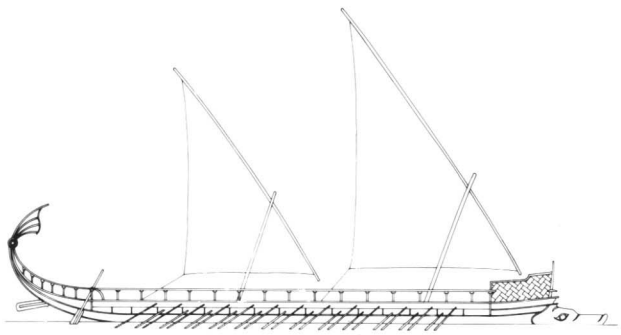
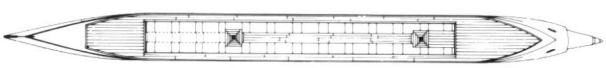
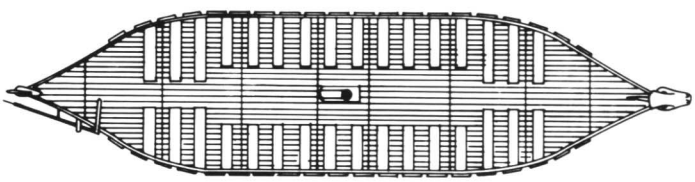
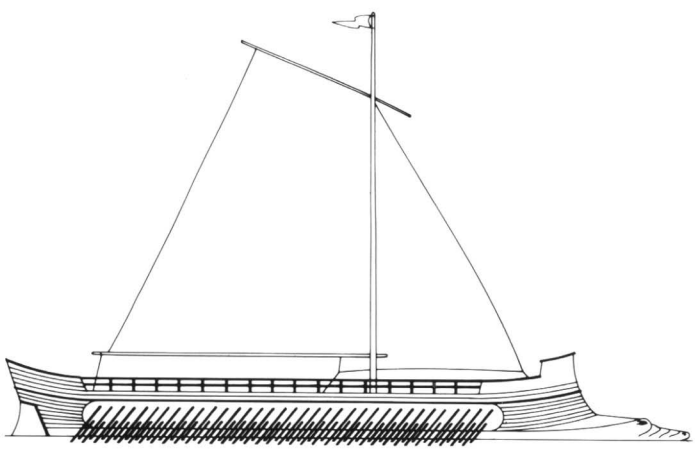


RAIDER (Harad)







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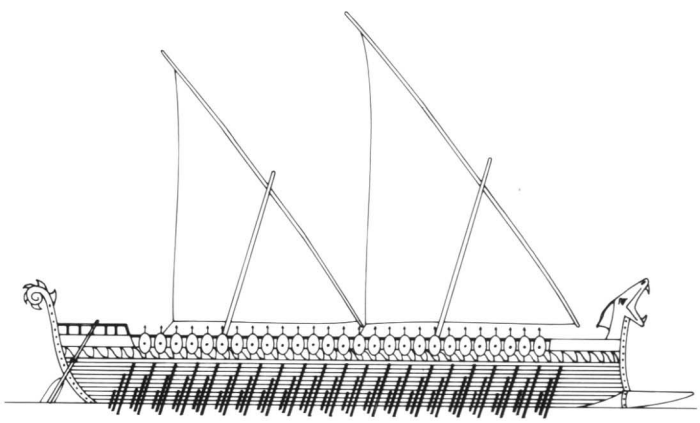

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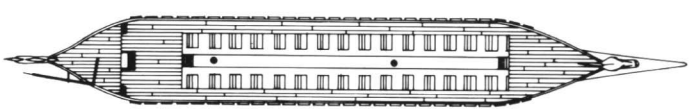

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Land of Belfalas™

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Círdur leaped over the rolling barrel and rushed across the slippery deck, unconcerned about the raging wind and blinding rain. But before he could reach his master, the ship lurched, sending him sprawling upon a torn section of sail which had caught upon a stay. The Elven Scout cried out: "Sire, you cannot fight Ulmo's Sea! Please, follow me below!"

King Amroth turned, his tearful eyes glistening in the diffused moonlight. No one else dared brave the storm, yet he stood there, arms outstretched, at the stern. He looked like he could fly.

Círdur hung on to the ripping sail as the Swan-ship pitched again. Suddenly, as he desperately screamed to the King once again, the great bell in the Sea-ward Tower tolled. Even across the miles of roaring water, the notes drowned out his last pleas.

Then a wave blasted the Scout against the rail. The salt water filled his nose and bit at his cheeks, stunning him with punishing force. Círdur did not know how long he lay there — it didn't seem long — but as he rose to his knees, he saw that Amroth had gone. He cried.

1.0 GUIDELINES

Fantasy role playing is akin to a living novel where the players are the main characters. Everyone combines to write a story which is never short of adventure. Players help to create a new land and weave strange new tales.

This series is designed as a tool for Gamemasters who wish to run scenarios or campaigns set in J.R.R. Tolkien's Middle-earth. The adventure modules are complete and ready-to-run studies of very specific areas, and are intended to be used with a minimum of additional work. Each has statistical information based on the ***Middle-earth Role Playing (MERP)*** and ***Rolemaster (RM)*** fantasy systems. The modules are, however, adaptable for use with most major role playing games. Creative guidelines, not absolutes, are emphasized.

Professor Tolkien's Legacy

Each module is based on extensive research and attempts to meet the high standards associated with the Tolkien legacy. Rational linguistic, cultural, and geological data are employed. Interpretive material has been included with great care, and fits into defined patterns and schemes. ICE does not intend it to be the sole or proper view; instead, we hope to provide the reader the thrust of the creative legacy and the character of the given area.

Remember that the ultimate source of information are the works of Professor J.R.R. Tolkien. Posthumous publications edited by his son Christopher shed additional light on the world of Middle-earth. These modules are derived from ***The Hobbit*** and ***The Lord of the Rings***, although they have been developed so that no conflict exists with any of the other sources.

1.1 DEFINITIONS AND TERMS

The following abbreviations and terms are used throughout the series.

1.11 ABBREVIATIONS

Game Systems

MERP _ _ *Middle-earth Role Playing*
RM _ _ _ *Rolemaster*

Character Stats

Ag _ _ _ _ Agility (*RM* and *MERP*)
Co _ _ _ _ Constitution (*RM* and *MERP*)
Em _ _ _ Empathy (*RM*)
Ig _ _ _ _ Intelligence (*MERP*)
It (In) _ _ Intuition (*RM* and *MERP*)
Me _ _ _ Memory (*RM*)
Pr _ _ _ _ Presence (*RM* and *MERP*)
Qu _ _ _ Quickness (*RM*)
Re _ _ _ _ Reasoning (*RM*)
Sd _ _ _ _ Self Discipline (*RM*)
St _ _ _ _ Strength (*RM* and *MERP*)

Game Terms

AT _ _ _ Armor Type
bp _ _ _ _ bronze piece(s)
cp _ _ _ _ copper piece(s)
Crit _ _ _ Critical strike
D _ _ _ _ Die or Dice
DB _ _ _ Defensive Bonus
FRP _ _ _ Fantasy Role Playing
GM _ _ _ Gamemaster
gp _ _ _ _ gold piece(s)
ip _ _ _ _ iron piece(s)
jp _ _ _ _ jade piece(s)
Lvl _ _ _ Level (experience or spell level)
MA _ _ _ Martial Arts
Mod _ _ _ Modifier or Modification
mp _ _ _ mithril piece(s)
NPC _ _ _ Non-player Character
OB _ _ _ Offensive Bonus
PC _ _ _ Player Character
PP _ _ _ Power Points
R or Rad _ Radius
Rnd or Rd Round (10 second period)
RR _ _ _ Resistance Roll
Stat _ _ _ Statistic or Characteristic
tp _ _ _ _ tin piece(s)

Middle-earth Terms

A _ _ _ _ Adûnaic
BS _ _ _ _ Black Speech
Cir _ _ _ Cirth or Certar
Du _ _ _ Dunlending
E _ _ _ _ Edain
El _ _ _ _ Eldarin
Es _ _ _ _ Easterling
1.A. _ _ _ First Age
F.A. _ _ _ Fourth Age
Hi _ _ _ _ Hillman
H _ _ _ _ Hobbitish (Westron variant)
Har _ _ _ Haradrim
Hob _ _ _ *The Hobbit*
Kd _ _ _ _ Kuduk (ancient Hobbitish)
Kh _ _ _ _ Khuzdul (Dwarvish)
LotR _ _ _ *The Lord of the Rings*
Or _ _ _ _ Orkish
Q _ _ _ _ Quenya
R _ _ _ _ Rohirric
Rh _ _ _ _ Rhovanion
S _ _ _ _ Sindarin
S.A. _ _ _ Second Age
Si _ _ _ _ Silvan Elvish
T.A. _ _ _ Third Age
Teng _ _ _ Tengwar
V _ _ _ _ Variag
W _ _ _ _ Westron (Common Speech)
Wo _ _ _ Wose (Drúedain)

1.12 DEFINITIONS

A few crucial concepts are detailed below. The majority of unique terms and translations from ***The Hobbit*** and ***The Lord of the Rings*** can be found in the text proper.

Anfalas: (S. "Long Coast"; W. "Langstrand.") Region of Gondor to the west of the provinces of Dor-en-Ernil and Lamedon.

Belfalas: (S. "Coast of the Powers.") Great, hilly penninsula in southern Gondor. Belfalas juts out into the bay that bears its name. Belfalas is also used as an alternative name for the land called Dor-en-Ernil, but this usage is not particularly accurate. Actually, Belfalas is the southern half of Dor-en-Ernil.

Corsairs: Originally the descendants of Castimir ("the Usurper") of Gondor and his followers, who fled Gondor in the latter days of the Kin-strife (T.A. 1432-48). This group seized control of Umbar in 1448. Later, the term Corsairs became associated with any pirates based in Umbar or along the coasts of Harad.

Daen Coentis: (Dn. "People of Skill.") Ancestors of the Dunlendings and (indirectly) the Drúedain (Woses) of the White Mountains. The Eredrim of Dor-en-Ernil are descendants of the Daen Coentis. This forgotten race is the indigenous mannish population in most of what is now central and western Gondor. Animistic, superstitious and industrious, they leave a wealth of stone carvings and megalithic structures in the hills and high vales they find so sacred. They trace their lineages through the female line and revere the Earth Mistress (a manifestation of *Yavanna*) as high goddess. Their tongue, *Daenael*, is often called Old Dunael, since it spawned the Dunael speech of the Dunlendings.

Dol Amroth: (S. "Hill of Amroth.") City and associated castle located on the coast of northwestern Belfalas (western Dor-en-Ernil). The capital of the Land of the Prince, it was originally (before T.A. 1981) called Lond Ernil (S. "Haven of the Prince"). Dol Amroth also refers to the hill upon which the town and citadel stand, a great granite massif that juts out into the Bay of Belfalas.

Dor-en-Ernil: (S. "Land of the Prince.") Princely fief in south-central Gondor. Ruled by the Princes of Dol Amroth, it includes the area between the Gilrain/Serni and Morthond/Ringló rivers.

Drúedain: *(W. "Woses"; Wo. "Drughu"; "Drûgs";* S. "Wildmen"*; sing. "Drúadan.")* Often called the "Wild Men of the Wood," the Drúedain are found in rugged primeval woodlands like the *Tawar-in-Drúedain* of northeast Gondor, the *Taur Andrast* along the southwest flanks of the White Mountains, and the *Eryn Vorn* (S. "Black Woods") of southern Eriador. They are unexcelled woodcrafters and woodsmen who do not assimilate or cohabitate with other races. Instead, they prefer a rude life in the remote wilds; thus their name. Short, stocky, and having little body hair, they resemble no other Men, although they are ancestrally tied to the Daen Coentis and are indirectly and distantly related to Dunlendings and Eredrim. Woses possess certain powers of enchantment and unique forms of magic, and guard their sacred places with bizarre carved images of themselves (Pûkel-men). These sculptures are said to have "powers associated with life," such as sight and mobility.

Dúnedain: (S. "Edain of the West"; sing. *Dúnadan*). These High Men are descendants of the Edain who settled the western island continent of Númenor around S.A. 32. The Dúnedain returned to explore, trade with, colonize, and later conquer many areas along the western, southern, and eastern coasts of Endor during the Second Age. Unfortunately, their hubris and desire for power led them to attempt an invasion of the Valar's Undying Lands. As a result, Eru (the One) destroyed their home island in S.A. 3319. Those called the "Faithful" opposed the policies and jealous Elf-hatred that prompted this "Downfall." The Faithful were saved when Númenor sank, sailing east to northwestern Middle-earth. There they founded the "Realms in Exile," the kingdoms of Arnor and Gondor. Although sparsely populated, Arthedain (in Arnor) contains the highest proportion of the Faithful and the most purely Dúnedain culture in all of Endor. Many "unfaithful" (or "Black Numenorean") groups survive as well, living in colonies and independent states such as Umbar.

The term Dúnedain refers to the Númenóreans and their descendants in Middle-earth, groups which possess considerable physical and mental strength, longevity, and a rich Elven-influenced culture. *Adûnaic* is their native language.

Dunlendings: *(Dn. "Daen Lintis.")* A rugged race of Common Men who, for the most part, migrated out of the White Mountains in the Second Age. The Eredrim of Dor-en-Ernil are a related folk. Descendants of the Daen Coenis, Dunlendings have a medium or stocky build, sparse brown hair, and tanned or ruddy complexions. Men average 5'10"; women stand around 5'6". Mostly mountain-dwellers or hill-loving herders, they are known by various names: *Dunmen, Dunnish Folk, Dunlanders, Eredrim,* the *Hillmen of the White Mountains, etc.*

Edhellond: (S. "Elf-haven.") Elven haven and port located in the Morthond river delta.

Eredrim: (S. "Mountain-host.") Dunlending-related peoples of the highlands of Dor-en-Ernil. The Eredrim are descendants of the Daen Coentis.

Ered Tarthonion: (S. "Mountains of Lofty Pines.") The highlands of Dor-en-Ernil, their highest peaks rise in central Belfalas. They are actually a great transverse section of the White Mountain range. Eredrim occupy many of the highland valleys in the Ered Tarthonion.

Gondor: (S. "Stone-land.") The great Dúnedain kingdom that lies west of Mordor and north of the Bay of Belfalas. It includes a number of regions: (clockwise from the north) *Calenardhon* (Rohan after T.A. 2510); *Anórien*; *Ithilien*; *Lebennin*; *Belfalas*; *Lamedon*; *Anfalas*; and *Andrast. Osgiliath* on the Anduin serves as the Gondorian capital until T.A. 1640, when the throne is moved to *Minas Anor (Minas Tirith).*

Harad: (S. "South.") The vast region located below the River Harnen, south of Gondor and Mordor. Although (periodically) autonomous, Umbar is in Harad.

Lamedon: (S. "Land of the Tongue.") The region of Gondor between the rivers Ringló and Morthond, it lies northwest of the Land of the Prince and south of the White Mountains. Its chief town is *Calembel* (Upon the Hill), on the River Ciril. The town of Erech lies in northwestern Lamedon.

Lebennin: (S. "Place of Five Waters.") A well-settled region of Gondor lying west of the Anduin and southeast of the White Mountains. The great port of *Pelargir* and part of the territory of the Lord of Linhir are in Lebennin.

Morthond: (S. "Black-root.") River in central Gondor which forms the border between the regions of Lamedon, Anfalas and Dor-en-Ernil. The Morthond rises in the White Mountains, by the Paths of the Dead; thus its name. Flowing southward past Erech, it winds west of Tarlang and down to the Bay of Belfalas. Its mouth is just north of Dol Amroth. The Elf-havens and port of *Edhellond* lie in the Morthond delta.

Umbar: (S. "Fate"; also "Evil Dwelling.") Port city and surrounding coastal region located in eastern Harad, across the Bay of Belfalas from Gondor. Umbar's great firth and numerous smaller bays provide havens for the Corsairs that raid Gondor's southern flank. Founded in the Second Age by the Men of Númenor, Umbar has been held by various groups at odds with the South Kingdom: Black Númenóreans, Corsairs, and Haradrim.

White Mountains: *(S. "Ered Nimrais.")* Snow-capped mountains which arch eastward from the Cape of Andrast and end above Minas Anor (Minas Tirith), just west of the Anduin. The Paths of Dead cross under the White Mountains between Harrowdale (on the north) and Erech (to the south). Alpine in character, the White Mountains rise to heights of well over 11,000 feet.

1.2 ADAPTING THIS MODULE TO YOUR CAMPAIGN

This module is designed for use with most major fantasy role playing systems. Since the various FRP rules have their own particular approaches to combat, spells, and character generation and development, certain common descriptive terms have been selected for the individual outlines of places, people, creatures, and things. Unfortunately, statistical data such as bonuses and character "stats" differ widely between systems; after all, they are keyed to specific game mechanics. ICE has chosen to use percentile (D100) terms as a base, since conversion to D20, D18, and D10 can be achieved with relative ease (note Sec. 1.32 for a handy conversion chart). Player character and NPC characteristics/stats are also detailed in one particular manner; again, simplicity and consistency have been emphasized, and conversion to your game system should be relatively painless.

Keep in mind that fantasy role playing is by nature a creative experience, and the individual GM or player should feel free to incorporate his/her own ideas into their game.

The following steps may be helpful when beginning to explore the region here described:

(1) Read the entire module to get a flavorful idea of the region;

(2) Reread the sections devoted to notes for the gamemaster, and converting statistics for your game system;

(3) Choose the time setting for your campaign. Should you choose to run a game at the beginning or end of the Third Age, or early in the Fourth Age, pay particular attention to the section devoted to this region "at other times." In fact, this section will give the GM an idea of the considerations involved with setting a campaign at any date other than that chosen here. ICE chose the mid-Third Age as a particularly exciting era, but you may enjoy another time even more;

(4) Assemble any source materials (note suggested reading) you find necessary;

(5) Research the period you have chosen and compose any outlines you need in addition to the material provided here;

(6) Convert the NPC, trap, weapon, spell, and item statistics to terms suitable to your game. Note changes in the system you are using which must be made in order to keep your campaign in line with the flow of life in Middle-earth;

(7) Create a total setting, using lots of maps to detail patterns and provide a creative framework. In this way you will have a rich and consistent world, and the foundation data will give you the flexibility to detail random areas and events.

1.3 CONVERTING STATISTICS

When using this module with your FRP campaign, be careful to note all the non-player character statistics before beginning play. Should any adjustments need to be made, you may wish to consider the following guidelines. The material provided is in terms of percentages and is intended to give the reader a relatively clear picture of the strengths and weaknesses of the individuals and creatures discussed. Most FRP systems will relate to the data, and conversion should be simple; remember, however, that there are dozens of role playing rules and the change-over from the statistics given here may be troublesome; you may wish to design your own NPCs using this module as no more than a framework.

1.31 CONVERTING HITS AND BONUSES

- When converting percentile values to a 1-20 system a simple rule is: for every +5 on a D100 scale you get a +1 on a D20.
- The concussion hit numbers found in this module represent general pain and system shock. They cover bruises and small cuts rather than wounds. Critical strike damage is used to describe serious wounds and fatal blows. The hit figures shown here are less important than those used in game systems where death occurs as a result of exceeding one's available hits. Should you use a game system that employs no specific critical strike results, such as TSR Inc.'s *Dungeons and Dragons®*, simply double the number of hits your characters take **or** halve the hit values found in this module.

1.32 CONVERTING STATISTICS FOR ANY MAJOR FRP SYSTEM

All the statistics and numerical information used in this module are expressed on a closed or open-ended scale with a 1-100 base. They are designed for use with percentile dice (D100). Use the chart below to derive appropriate bonuses or to convert the 1-100 numbers to figures suitable for non-percentile systems.

1-100 Stat.	Bonus on D100*	Bonus on D20	3-18 Stat.	2-12 Stat.
102+	+35	+7	20+	17+
101	+30	+6	19	15-16
100	+25	+5	18	13-14
98-99	+20	+4	17	12
95-97	+15	+3	16	
90-94	+10	+2	15	11
85-89	+5	+1	14	10
75-84	+5	+1	13	9
60-74	0	0	12	8
40-59	0	0	10-11	7
25-39	0	0	9	6
15-24	−5	−1	8	5
10-14	−5	−1	7	4
5-9	−10	−2	6	3
3-4	−15	−3	5	
2	−20	−4	4	2
1	−25	−4	4	2

1.33 CONVERTING STATS

Ten stats are used to describe each character detailed in the module. Should you use a character development system with different characteristics and/or an alternative number of stats, simply follow these steps:

1) Assign the appropriate stat from your FRP system to the value given beside the analogous characteristic listed in the module. If your rules use fewer stats, you may wish to average the values for those combinations of factors which contribute to a characteristic found in your system (e.g. dexterity = an average of quickness + agility). Should your guidelines utilize more stats to describe part of a character, you may wish to use the value provided for more than one "corresponding" characteristic (e.g. you might use the value assigned to constitution for both endurance and durability). The following is a chart listing some examples of equivalent stat terms:

STRENGTH: *power, might, force, stamina, endurance, conditioning, physique, etc.* Note that the vast majority of systems include strength as an attribute.

AGILITY: *dexterity, deftness, manual skill, adroitness, maneuverability, stealth, dodging ability, litheness, etc.*

QUICKNESS: *dexterity, speed, reaction ability, readiness, etc.*

CONSTITUTION: *health, stamina, endurance, physical resistance, physique, damage resistance, etc.*

SELF DISCIPLINE: *will, alignment, faith, mental strength or power, concentration, self control, determination, zeal, etc.*

EMPATHY: *emotional capacity, judgement, alignment, wisdom, mana, magical prowess, bardic voice, etc.*

REASONING: *intelligence, learning ability, study ability, analysis rating, mental quickness, logic, deductive capacity, wit, judgement, I.Q., etc.*

MEMORY: *intelligence, wisdom, information capacity, mental capacity, recall, retention, recognition, etc.*

INTUITION: *wisdom, luck, talent, reactive ability (mental), guessing, ability, psychic ability, insight, clairvoyance, inspiration, perception, pre-sentiment, etc.*

PRESENCE: *appearance, level-headedness, panic resistance, morale, psychic ability, self control, vanity, perceived power, mental discipline, bardic voice, charisma, etc.*

2) Convert the statistical value of the assigned characteristics to numbers appropriate for your game. If your FRP system uses percentage values, no change should be necessary. If not, use the conversion table.

1.34 CONVERTING COMBAT ABILITIES

All combat values are based on ***MERP*** or ***Arms Law/Claw Law.*** The following guidelines will also aid conversion.

1) ***Strength and quickness bonuses*** *have been determined according to Table 1.32 above. Note the stats you are using and compute these bonuses using the rules under your system;*

2) ***Combat adds based on level*** *included here are: +3/level for fighters and rogues, +2/level for thieves and warrior monks, and +1/level for bards, monks and rangers. Simply take the level of the NPC, note his character class (or equivalent under your system), and compute any offensive bonus (due to level) appropriate for your game. Note that the bonuses other than those mentioned under armor type are "offensive" adds.*

3) *If your system is based on* ***Skill Levels*** *(or other skill increments), use the offensive bonus as given. You may have to convert the add to a non-percentile value. Alternatively, you may wish to note Section 1.37.*
4) ***Armor Types*** *given are based on the following breakdown:*

Armor type	*Covering Description*
1	*Skin (or light/normal clothing)*
2	*Robes*
3	*Light Hide (as part of body, not armor)*
4	*Heavy Hide (as part of body, not armor)*
5	*Leather Jerkin (pliable leather)*
6	*Leather Coat*
7	*Reinforced Leather Coat*
8	*Reinforced Full-Length Leather Coat*
9	*Leather Breastplate*
10	*Leather Breastplate and Greaves*
11	*Half-Hide Plate (as part of body, not armor)*
12	*Full-Hide Plate (as part of body, not armor)*
13	*Chain Shirt*
14	*Chain Shirt and Greaves*
15	*Full Chain*
16	*Chain Hauberk*
17	*Metal Breastplate*
18	*Metal Breastplate and Greaves*
19	*Half Plate*
20	*Full Plate*

Simply look at the armor description and substitute the appropriate armor type/class from your FRP system;

5) ***Defensive bonuses*** *are based on the NPC's quickness bonus as computed on Table 1.32. Where the defensive bonus is in parentheses, the value also includes the added capability of a shield (an extra 20 for non-magic normal shields, plus any value for magical enhancement). In such a case, simply note that there is or is not a shield, and if there is, what type.*

1.35 CONVERTING SPELLS AND SPELL LISTS

Spell references provided here are in the form of "lists," groupings of related spells. Each list has a common theme and normally will have a different but related spell at each level. For instance, knowledge of "Fire Law" to tenth level would result in the acquisition of 10 similar fire-based spells, one of each level from one to ten. Whether the spell user could effectively cast these spells would be up to the GM, the system, and the caster's level or degree of skill. FRP systems using rules which provide for the learning and development of spells through "colleges" or along specialized lines employ concepts similar to those used in this module. Many systems, however, dictate that player characters or NPCs undertake to learn but one spell at a time, often with no requirement that its subject matter/effect relate to a particular background or pattern. Converting the NPC spell lists to individual spell counterparts will be more difficult, but can be achieved with relative ease using the following guidelines:

1) Look at the NPC's spell lists and note the various names for the groupings. Each name will indicate what type of spell specialization the NPC has followed (e.g. the "Fire Law" list indicates a preference for fire-oriented spells);
2) Note the NPC's level and determine the number of spells or spell groupings he/she would have under your game system. Also consider the level of power of accessible spells the NPC would have (e.g. a 5th level magician under your rules might have a maximum of 8 spells - two 3rd level spells, three 2nd level spells, and three 1st level spells).
3) Select spells from your system appropriate for a spell user of the NPC's level and profession, keeping in mind that the preferences indicated in the module should be followed where possible.

1.36 A NOTE ON LEVELS

When using certain "level-systems," a GM may find that the levels provided make characters too powerful for his world system. If this is the case, multiply the levels given by .75 or .6 depending upon your situation. This would reduce a 20th level character to a 15th level or 12th level character respectively. Remember to reduce appropriate bonuses accordingly.

1.37 SKILL BONUSES

General skill bonuses can be obtained by taking the level of the character and calculating the appropriate bonus under the system being used. An NPC's add, as noted above, will be based on a compilation of level, his weapon and/or other items, the relevant stats, and skill levels. The normal bonus derived from skill development has been computed as follows: *(a) where the skill level is zero the bonus is −25, a reflection of basic unfamiliarity; (b) a bonus of +5 is awarded for skill level one (a +30 jump); (c) for each skill level between one and ten an additional +5 bonus is applied (e.g. skill level seven yields +35); (d) for skill levels eleven through twenty the additional bonus is +2 (e.g. skill level nineteen yields +68); (e) for skill levels twenty-one through thirty an additional bonus of +1 per level is awarded (e.g. skill level twenty eight yields +78); and (f) a bonus of +½ is given for each skill level above thirtieth level.*

1.38 LOCKS AND TRAPS

The locks and traps found in this module are described in terms of difficulty to unlock or disarm. Subtractions are from the rolls representing a person's attempt to find or overcome these devices. The difficulty factor may represent a specific column on an action/maneuver chart (e.g. ***Rolemaster***) or an additional subtraction or modification to the attempt roll. In any case, the terms are descriptive and will help the GM determine whether the trap is of above average difficulty, and how much. The descriptive term is a relative constant based on the following order of modification: Routine (+30), Easy (+20), Light (+10), Medium (0), Hard (−10), Very Hard (−20), Extremely Hard (−30), Sheer Folly (−50), Absurd (−70). Poor lighting, one's physical condition, nearby activity, etc. may affect the lock/trap modification number, but not the difficulty category. Thus, a trap might read "very hard (−50)," indicating it is normally a "−20" construct, but other factors (e.g. dark) make it harder to disarm. These additional problems are easier to overcome than the intrinsic complexity of the mechanism; this explains why it differs from a well-lit pit which reads "sheer folly (−50)" to disarm. The "−50" associated with the "very hard" trap can, with thought, easily be reduced to "−20," but no more advantage is normally attainable, short of disassembling the mechanism. We suggest that a modified (D100) roll exceeding 100 results in success; skills, stats, etc. should be applied versus the difficulty subtraction and the roll to yield a result.

2.0 INTRODUCTION AND HISTORY

Havens of Gondor focuses on the great fief called *Dor-en-Ernil*, the "Land of the Prince." Comprising all the lands between the rivers Gilrain and Ringló/Morthond and including the whole of the hilly penninsula called Belfalas, it is a strategic province blessed with fine ports and fair weather. It lies in the heart of southern Gondor and, aside from Lamedon, it is the westernmost of the Stone-land's well-settled regions.

Gondor's two most famous havens, the princely city of Dol Amroth and nearby Elven port of Edhellond, are both in Dor-en-Ernil. Undoubtedly the most dramatic harbors in the South Kingdom, their history embodies the grander tale of the Gondorian seafarers and their Elven friends, and it mirrors the struggles of the region's oft-times warring peoples.

Of course, Dor-en-Ernil is home to many lesser havens, including the fine harborage at Linhir. Together these towns house many of Gondor's seamen, and virtually all the ships which do not weigh anchor in the three maritime towns along the Anduin River: the great port-city of Pelargir, Harlond by Minas Tirith, and Osgiliath. Dor-en-Ernil's ports also provide a major portion of the warcraft engaged in the struggle against the Corsairs of Umbar and Harad.

Before describing these havens, however, an overview and a brief history are in order.

2.1 OVERVIEW

In the year 1640 of the Third Age, the splendor of Gondor is beginning to fade, but the Winged Crown still reigns over many lands. Civil strife and plague have shaken the power of the Kings, and the King's House has moved from Osgiliath to Minas Anor (Minas Tirith). On the shores of the Bay of Belfalas, though, the mightiest of the King's vassals rules a fair domain and remains true to his ancient allegiance. Atop the towering cliffs of Belfalas, defying waves and storm, stands the Castle of Dol Amroth, the Prince's citadel by the sea. His gleeming port city hugs the cliffs below and serves as the center of the rich and peaceable province of Dor-en-Ernil. Nearby, on a spit of rock jutting out into the wild bay, stands the ancient Sea-ward Tower, its foundations laid by the Lady Galadriel in the days before Gondor was conceived.

Few sights in Middle-earth can be more uplifting than the slender white towers of Dol Amroth, rising above the rolling wooded hills and tilled fields of Belfalas. The melodious tones of an age-old Elven bell ring from the summit of the Seaward Tower, proclaiming the presence of this great haven even in the thickest fog. At night, the Tower's mammoth lamp shines as the greatest of many beacons, signaling to voyagers braving the shoals of the Belfalas shores.

The Prince presides over a noble Court of Dúnadan lords and knights, the most renowned warriors in the Kingdom. The twisting, cobbled streets of Dol Amroth below throng with merchants and mariners, stalwart Men who face the dangers of the Great Sea and the depredations of the Corsairs of Umbar.

But Dor-en-Ernil is also home to older residents. Elven swan-ships sail from the harbor of Edhellond at the mouth of the Morthond River, as they have for thousands of years past. In the mountains of Belfalas live the Dunlending descendants of the once-numerous Daen Coentis peoples, secretive and only grudgingly reconciled to the Prince's rule.

Adventurers beginning their careers in Dor-en-Ernil will find much to whet their appetite for action and intrigue. Corsairs and smugglers threaten the coasts, while spies from Harad prey upon the weak points in the Prince's domain. Fierce Dunlending clans and bands of mountain bandits lurk in the swamps and high country, or in the remote wilds to the west of Edhellond. Rumors hint that priests still practice dark arts deep in the mountains, and some fear that the presence of the ancient Shadow has rearisen.

Given its wild landscape, Dor-en-Ernil provides many opportunities to explore, enabling the curious to delve into ancient tombs or investigate remote strongholds. The region's myriad islands, coves, caves, swamps, and highland vales offer a variety of challenges. Particularly ambitious adventurers may even join the Prince's privateers on the high seas of the Bay of Belfalas, striking back at the cruel Corsairs.

THE KINGS AND RULING STEWARDS OF GONDOR

Year of Death	Ruler	Year of Death	Ruler
SECOND AGE		1856	Narmacil II
3440*	Anarion**	1936	Calimehtar
3441*	High-king Elendil**	1944*	Onodoher
THIRD AGE		1944-	Interregnum (Steward
2*	High-king Isildur	1945	Pelendur)
158	Meneldil	2043	Eärnil II
238	Cemendur	2050	Eärnur
324	Eärendil	**Ruling Stewards**	
411	Anardil	2080	Mardil ("Voronwë")
492	Ostoher	2116	Eradan
541*	Tarostar ("Romendacil I")	2148	Herion
667	Turambar	2204	Belegorn
748	Atanatar I	2244	Hurin I
830	Siriondil	2278	Turin I
913	Tarannon ("Falastur")	2395	Hador
936	Eärnil I	2412	Barahir
1015*	Ciryandil	2435	Dior
1141	Ciryaher ("Hyarmendacil I")	2477	Denethor I
		2489	Boromir
1226	Atanatar II ("Alcarin the Glorious")	2567	Cirion
		2605	Hallas
1294	Narmacil I	2628	Hurin II
1304	Calmacil	2655	Belecthor I
1366	Minalcar ("Romendacil II")	2698	Ecthelion I
		2743	Egalmoth
1432	Valacar	2763	Beren
1437	(deposed) Eldacar	2811	Beregond
1447	(deposed) Castamir ("The Usurper")	2852	Belecthor II
		2882	Thorondir
1490	Eldacar	2914	Turin II
1540*	Aldamir	2953	Turgon
1621	Vinyarion ("Hyarmendacil II")	2984	Ecthelion II
		3019*	Denethor II
1634*	Minardil	**Reunited Kingdom**	
1636*	Telemnar	FOURTH AGE	
1798	Tarondor	120	High-king Elessar (Aragorn II)
1850	Telumehtar ("Umbardacil")		

* = unnatural death.

** = Brothers Isildur and Anarion ruled Gondor jointly under leave of the High-king Elendil of Arnor.

The more powerful may find Dol Amroth a bit tame — assuming their ambitions do not range beyond plunder and bloodied swords — but there is always a bit of court intrigue in which to dabble. One might be lucky enough to cross blades with the formidable agents of the Prince's enemies. Of course, here powers that be are secure on their thrones, and there is little chance to carve out new realms by force in the midst of a civilized land. But for adventurers who relish the opportunity to engage in high politics, enjoy the pleasures of a sophisticated Court, and reap the fruits of renown among Men and Elves upon returning from quests, the Land of the Prince should prove satisfying indeed.

2.2 A HISTORY OF DOR-EN-ERNIL

Dor-en-Ernil's original inhabitants arrived sometime during the late First Age, the Elder Days of Middle-earth. Migrating from the southeast, these Wild Men were a primitive and illiterate fisherfolk unlike any others in Adan lore. They called themselves the Drughu; other called them Woses or Drû-folk or (later) Drúedain.

A few Drughu passed northward and dwelt in Eriador, between the mouths of the Greyflood (S. "Gwathlo") and Isen (S. "Angren") rivers. But most remained behind and established settlements in the fertile vales of the White Mountains, and in the forested hills flanking the high peaks. Others made their homes in or near the heights of Belfalas, and one group built their abode by the mouth of the *Morthond* (S. "Blackroot") river.

The Coming of the Daen Coentis

Not long after the coming of the Drughu, another race of Men, the Daen Coentis, migrated into the White Mountains. These Southmen came from the East, initially displacing the Drughu from most of their homes in the hills and mountain vales. Yet their hostility soon subsided, for the newcomers recognized the Drughu's considerable magical powers. Capable of instilling life in seemingly inanimate objects and able to fortell the future, the Drughu appeared as holy Men to the Daen Coentis. The invading clans embraced the Drûg bands as spiritual leaders and allies, just as the Folk of Haleth did in Beleriand. Thus began the strange relationship that gave birth to Gondor's indigenous culture.

The spiritual core of this culture centered on the venerated mountain city known as Dunharrow, originally a natural cave complex expanded upon by the Drughu. Other settlements, however, occupied most of the choice sites south and west of the White Mountains, although the Daen Coentis always placed their refuges, burial grounds, and holy shrines on high, defensible ground.

The Coming of the Elves

Recorded history of the coasts along the Bay of Belfalas begins in the Second Age, with the landing of three small ships sailed by Sindarin Elves at the mouth of the Morthond. These Sindar, once subjects of the Grey-Elven King Thingol in Doriath, fled Morgoth's conquest of Beleriand during the First Age, and developed their shipbuilding and seafaring skills at the refuge of the Grey Havens (S. "Mithlond") before venturing forth to seek a new home.

The Elves' arrival in Belfalas put the local Daen Coentis to flight. The Men the Elves called "Nibinwaith" (S. "Petty-folk") fled into the neighboring highlands or ventured northward to join their brethren. This migration left the rugged coasts adjoining the great bay open to new settlement, but the Elves were few and most of the shoreline remained abandoned until the late Second Age.

The Sindar gave Belfalas (S. "Coast of the Powers") its name, in part because of its stirring landscape, and in part due their memory of lost Beleriand. Belfalas' fantastic cliffs and inspiring views lent the land a feeling of drama, and its flowering fields and green woodlands resembled those of the former Sinda home. Its name, which incorporates the root "Bel," is an oblique reference to the divine Powers (S. "Belain").

The Founding of Edhellond

South of the confluence of the Morthond and the Ringló, secure from the storms of the Bay, the Sindar founded the port and small settlement of Edhellond (S. "Elf-haven"). They chose a spot beside the ruins of a much smaller and older First Age port called *Lond Duilin* (S. "Haven of the River Song"), a little less than a mile from where the river empties into the Bay of Belfalas. Set upon and within a rocky island in the western channel of the Morthond river delta, it was a perfect site for a defensible port. Although somewhat small and confined, its size never precluded growth and Silvan Elves from Lórien, adventuring south in search of the Sea, later swelled the set-

By S.A. 1700, Edhellond had become a significant exit port for Elves crossing to the Undying lands in the West, but the original Sindarin founders remained the lords of the Haven through the Third Age.

The Founding of the Sea-ward Tower

In the latter part of the Second Age, after the war against Sauron in Eriador, one of the most renowned Elves remaining in Middle-earth, the Noldo Galadriel, came with her spouse Celeborn to the Belfalas region. They brought only a small retinue and, perhaps owing to the latent hostility between Noldor and Sindar, chose not to go to the existing settlement at Edhellond, but to dwell apart and nearer the Sea.

Atop an uprising headland (a spur of the height later called Dol Amroth) on a rocky promontory jutting into the Bay — called in the Sindarin tongue *Tirond Aear* (S. "Sea-spire") — Galadriel erected the Sea-ward Tower (S. "Tirith Aear;" lit. "Sea-watch"). She placed a lamp and a huge bell at the summit of this magnificent structure, the latter of inestimable service to the white ships of Edhellond, which had to negotiate the fogs and treacherous shoals off Belfalas.

The Arrival of the Númenóreans

After S.A. 1800, yet another people began arriving in the region around the Bay of Belfalas — Númenórean colonists. At first they built manors and lived in modest enclaves along the lower stretches of the Anduin and its tributaries, but eventually their growing presence produced a city. Founded in S.A. 2350, the great port of Pelargir rose on the banks of the Anduin, by the confluence of the River Sirith.

Pelargir later became a haven for the Faithful of Númenor, those Dúnedain who rejected the growing corruption of their homeland. Slowly, these noble folk began fleeing the island continent of Númenor and sailing east to Middle-earth in ever greater numbers. They soon began settling westward, in the Gilrain and Serni valleys, displacing the region's older occupants. Few, however, reached the area near the Sea-ward Tower while the Second Age lasted, and the region that would later be known as Dor-en-Ernil remained quite desolate — apart from the Elven settlements, the independence of which the Faithful respected.

The Founding of Gondor

The fortu .es of Belfalas and the adjoining lands changed decisively at the end of the Second Age. In S.A. 3319 Elendil the Tall and his sons Isildur and Anarion, leaders of the Faithful, arrived in Middle-earth following the destruction of Númenor. Elendil himself reached Eriador with four ships, and there founded the realm of Arnor, while Isildur and Anarion came to the Anduin valley with five ships. There, the two sons founded the kingdom of Gondor, which they jointly ruled as vassals of their illustrious father.

Gondor claimed all the land south of the White Mountains and as far west as the Isen. Although by far the greater part of Gondor's people remained in the Anduin valley, the opportunity was now open for further westward expansion and settlement. A powerful family related to Elendil and possessed of Elven blood was chosen to oversee the development of the new lands and to insure the safety of the young Kingdom's western frontier.

The Founding of Dor-en-Ernil

The appointed family was then known as the House of Edhelion, and was named for the Lord who captained a small fleet of fleeing Faithful before the Downfall. An accomplished warrior and an unrivalled seaman, Edhelion had been on many voyages from the shores of his adopted land. He had sailed well beyond Umbar to the south and Andrast to the west, and he knew the coasts of western Middle-earth quite well. His considerable skill in dealing with foreign

races was well known, and he counted many friends among peoples other Númenóreans had scarcely heard about. Most important of all, however, save his trustworthiness, was his bond with the Elves. The Elves of both Pelargir and Edhellond treated Edhelion as one of their own kind.

Edhelion's household was entrusted with a fief encompassing all the lands between the River Gilrain and the mountains known locally as the *Ered Tarthonion*, the "Mountains of Lofty Pines". They were given the duty of guarding the wide, central pass which separated these peaks from the mother range of the White Mountains. Called the Lamedon Gap, it was then the edge of civilization and, to this day, remains as the gateway to Lamedon and the western reaches of Gondor. Further south, Edhelion's retainers also stood watch over the narrow *Cirith Dunrandir* (S. "West-pilgrim Pass"), the only avenue across the mountainous spine of Belfalas. In keeping with his need to reward this invaluable service, the High-King Elendil accorded Edhelion the title of Prince (S. - Ernil), so that his border march became known as the Prince's Land (S. - Dor-en-Ernil).

The Growth of Dor-en-Ernil

With the downfall of Sauron and the beginning of the Third Age, Gondor was easily the most powerful state in Middle-earth. The Kings descended from Anarion ruled in peace for several centuries, and in Dor-en-Ernil the Dúnedain prospered, despite occasional conflicts with the kindred of the Dunlendings surviving in the Ered Tarthonion.

In T.A. 830, when Tarannon ascended the throne and took the title of Falastur (S. "Lord of the Coasts"), Gondor entered its imperial era. Under the Ship-Kings, the Princes were granted the western coast of Belfalas as well, initiating an explosive period of colonization. Forcing the Lamedon Gap and the Cirith Dunrandir, Dúnedain poured into the fertile but previously little-inhabited lands as far as the Morthond. Galadriel, realizing that the Age of Men had come, resigned Tirith Aear to the reigning Prince, who committed himself and his successors to maintain its warning bell. Galadriel and Celeborn then returned north to Imladris with their following, and only rarely visited Belfalas thereafter.

The Founding of the Town of Lond Ernil (Dol Amroth)

Aided by the Sindar of Edhellond, the Princes raised a mighty Castle on the peak (later called the Hill of Amroth) above the Elven-tower. They built their new capital — *Lond Ernil* (S. "Prince's Haven") — by the sheltered cove below their fortress. This fine port city would later become known as Dol Amroth. There, in what was called the Cove of the White Ships (on the northeastern side of the promontory) Elven swan-ships had once sought safe anchorage. It became the first of the town's three harbors.

Lond Ernil grew rapidly. The combination of security, a noble court, and the crossroads of two flourishing trade routes along the Bay of Belfalas and down the Morthond valley ensured that the town soon became the largest Dúnadan center in Gondor west of the Anduin valley. Shipwrights and sea captains of Lond Ernil became masters of their crafts, and a steady influx of settlers passing westward promoted both trade and impetus for the furthering of Gondorian civilization.

Gondor's Kin-strife and the Strengthening of Dor-en-Ernil

As Lond Ernil and Belfalas shared in Gondor's prosperity at its height, so they could not wholly escape the troubles that followed. While the civil war of the Kin-strife (T.A. 1432-48) was principally fought in the Anduin valley, many sons of Belfalas who left to serve in Castamir's forces did not return. Lond Ernil's distance from the conflict spared its nobility from being caught in Castamir's ruin, so the folk of Belfalas only realized the extent of the disaster when the Kin-strife ended.

It was then that the rebels who had escaped with the bulk of Gondor's fleet to Umbar turned to indiscriminate raiding in the Bay of Belfalas, becoming known as the Corsairs. These seaborn raiders ravaged the long, exposed coast of Dor-en-Ernil, forcing the Princes to strengthen their castle and construct an extensive system of coastal fortifications for their domain. The House of Lond Ernil labored hard and succeeded in diverting most of the raiding toward the Anduin valley or Anfalas, but the threat persisted for the remainder of the Third Age.

The Great Plague and Years Before T.A. 1640

Gondor suffered its next great disaster two centuries later. The Great Plague of 1636-37 claimed nearly a third of Gondor's people. While the losses were most severe in Calendardhon, the Anduin valley, and the eastern provinces, Belfalas and the adjoining lands were not wholly immune. Perhaps worse, the awful pestilence burdened the survivors with a lingering malaise. As the birth rate declined, Gondor's recovery was slow, and the bold momentum that forged an empire died in the hearts of most of the Dúnedain.

Only four years after the Plague, the days of the South Kingdom's glory appeared to have passed. The relocation of the King's House from Osgiliath on the Anduin to Minas Anor (Minas Tirith) symbolized Gondor's plight, for even its traditional capital was too weak and depopulated to remain safe for the Court. Although still a major power, Gondor staggered under the blow.

Gondor's Gradual Decline and the Affect on Dor-en-Ernil

Gondor's slow decline continued in succeeding centuries. The long wars with the Wainriders during the years T.A. 1851-1944 drained its military strength and cost the South Kingdom its eastern provinces. Rhovanion was lost and, despite repeated victories, Gondorian strength waned.

The impact of these wars hit Dor-en-Ernil hard, albeit less harshly than the other provinces. Many of the Princes' kin served and were lost in those wars, thinning the line. Meanwhile, many of the Elves remaining at Edhellond abandoned their haven to go over the Sea. Their departure robbed their neighbors of fast friends and preceded a calamity which brought a change in the character of the Land of the Prince. The tragedy occurred in T.A. 2002, when the last heir of Edhelion's line fell, wounded in a vain attempt to relieve the siege of Minas Ithil. He died two years later, and the first ruling House of Princes came to an end.

The Renaming of Dol Amroth and the Second House of Princes.

Twenty-three years before the end of the First House, in T.A. 1981, another misfortune struck the region, one which foreshadowed the renewal of the Lords of Dor-en-Ernil. It was in that year that the Elf-king Amroth of Lórien departed from Edhellond on a ship torn from its moorings. Attempting to swim back to shore, where he hoped to remain in wait for his beloved (Nimrodel), Amroth drowned in the swirling tides of the Bay of Belfalas. He perished within sight of the Sea-ward Tower of the Prince's Haven. Forever after, legends associated the hill above Lond Ernil with his name; thus the origin of the name "Dol Amroth" (S. "Hill of Amroth").

With the abrupt end of the House of Edhelion, Dor-en-Ernil was briefly left without a permanent ruler, but hope and revival came quickly. King Eärnil II of Gondor appointed Galador — the Half-elven son of the noble Imrazor (of Númenórean descent) and Mithrellas (a Silvan elf, companion of Nimrodel) — as Lord of Dor-en-Ernil and the first of the Second House of Princes (the House of Dol Amroth). His appointment marked a new beginning and, from the time of his crowning, Lond Ernil became known as Dol Amroth. The new name was no doubt in deference to Galador's Elven ancestry, which could be recognized in all his heirs, down to Imrahil, the twenty-second Prince of the Second House and Lord at the time of the War of the Ring.

Galador's reign sparked a cultural and economic revival which lasted until T.A. 2129. Dor-en-Ernil and Belfalas again prospered and, although the line of the Kings of Gondor was broken when Eärnur fell to treachery at Minas Morgul (T.A. 2050), the Watchful Peace of the early Ruling Stewards allowed all Gondor a respite from war and woe.

The Corsair Invasion

Dor-en-Ernil was threatened only once after the end of the Watchful Peace. In T.A. 2758, the greatest Corsair invasion in history fell upon Gondor's coasts. All along the Bay of Belfalas, raiders swept in, destroying coastal hamlets and razing the watch-towers and citadels of the South Kingdom. The attack exacted a huge toll, particularly in Belfalas and, although Dol Amroth could not be taken by seapower alone, the Prince's lands bore the full brunt of the onslaught. It took a year before the Corsairs were cleared from their footholds. Greybeards at the time of the War of the Ring eagerly recounted stories of that dreadful time, learned from their grandparents, and the mere threat of a Corsair landing has always unleashed extraordinary fears in the minds of the coastal folk.

The War of the Ring and the End of the Third Age

From T.A. 2901 onward, refugees from Ithilien began streaming westward, bearing tales of the Orc raids that drove them from their homeland. Sauron's might erupted once again out of Mordor and, within fifty years, the Shadow in the East endangered Gondor itself. As the Darkness grew ever more ominous, Dol Amroth became a place of safety for those fleeing the reawakened horror of Mordor. Migrations continued until the War of the Ring and the final downfall of the Dark Lord, a drama in which Prince Imrahil and the men of Dol Amroth played a noble part.

2.3 A BRIEF TIMELINE OF GONDORIAN HISTORY

The history of the Kingdom of Gondor is, naturally enough, written from the viewpoint of the dominant culture, the Númenóreans and their successors in Middle-earth, the Dúnedain. Other peoples enter into the history only tangentially, as a result of their interactions with the Númenóreans and their Dúnadan descendants.

2.31 THE PEOPLES OF GONDOR

There were, of course, several distinct cultures already in the region later known as Gondor, when the Númenóreans first began arriving in Middle-earth early in the Second Age. At *Edhellond* (S. "Elf-haven"), the seafaring Sindarin Elves had already established their port and settlement, although it was considerably smaller than the size it would attain after the migrations of the Silvan Elves from the North. The "Wild Men" living near the Morthond had already fled, leaving only a passing mention in Elven records and some fishhooks and pottery fragments. However, other Men of the same race lived in areas removed from the impact of the Elves and the Númenórean explorers who ranged along the coast and up the navigable stretches of the major rivers.

These indigenous Wild Men were but one branch of the *Daen Coentis* (Dn. "People of Skill"), the iron-using ancestors of the Dunlendings and relatives of the Drúedain whose domain stretched throughout the Ered Nimrais and the river valleys on either side of the range. Their culture forged a modest empire and built several fortresses and shrines in the mountains, notably the subterranean complex at Dunharrow. Enamoured of heights, skilled in stone-work, and accomplished enchanters, the Daen Coentis were a superstitious people who abided by a rigid spiritual hierarchy. The more aggressive warrior clans dwelt in the mountains and assumed a religious role which facilitated their dominance over their farming relatives in the valleys below.

These pre-Dunlendings, like their more primitive descendants in the Third Age, feared Elves and shunned the settlement at Edhellond. Later, with the arrival of the Númenóreans, their homelands shrank and their culture quickly waned, leaving the Gondorians who inherited the region virtually no information concerning their ways. Now, the only remaining links to their heyday are the stone monuments found in the highlands and the peculiar culture of the secretive *Drúedain* (S. "Wildmen;" Wo. "Drughu" or "Drûgs;" W. "Woses").

Those seeking knowledge of the latter, though, garner little but disappointment, for the Dúnedain (and later the Rohirrim) hunted the Drúedain out of most of their homes in the mountains and highland forests. Their embattled clans retreated into the wilderness, so these peculiar people remain virtually inaccessible. Their homes are, for the most part, tucked in the depths of the Drúadan Forest (S. "Tawar-in-Drúedain") and the wilds of Old Pûkel-land (S. "Drúwaith Iaur"), although remnants of these folk are said to reside in the high country in places like Andrast and Belfalas.

2.32 THE TALE OF YEARS

Dates **Events**

FIRST AGE

mid 1.A. A small group of (Nandor) Teleri build an Elf-haven in the lower Morthond River valley, by the site later called Edhellond. They call it Lond Duilin. It is abandoned after their Nandor group removes to Beleriand.

late 1.A. A Drughu-related folk (early Drúedain) reside in the area of what is later Edhellond. Their kin occupy parts of present-day Gondor. Later, proto-Daen Coentis clans migrate into what is now Gondor, assimilating many of the Drughu bands. Despite this, the Drughu remain a distinct sub-group in Daen society. This culture would later evolve into the Daen Lintis (Dunlending) society which produced the present-day Eredrim.

SECOND AGE

early S.A. Sindarin ships arrive at the mouth of the Morthond. The local Men, who Sindar call Nibinwaith, flee. Settlers establish the Sinda Elf-haven of Edhellond in the Morthond, across the channel from the ruins of Lond Duilin.

ca. 1-50 Elf-havens are built in Anfalas, in what would later be western Gondor.

600 Númenórean ships appear off the coasts.

1200 Númenóreans build permanent havens.

ca. 1700 Edhellond is principal Elven seaport on the Bay of Belfalas.

1800 After war with Sauron, Númenóreans establish coastal dominions.

2350 The port of Pelargir is built above the Anduin delta. It becomes a haven of the Faithful.

3312 Edhelion of Eldalondë sails from Númenor, accompanied by a group of the Faithful. He settles to the southwest of what is now Linhir.

3319 Ar-Pharazôn, corrupted by Sauron, assails Valinor. Númenor is destroyed.

Era of Kings of Gondor, Ruling Jointly Under the King of Arnor

3320 *Elendil and his sons, leaders of the Faithful, escape to Middle-earth and found the Realms in Exile: Arnor and Gondor.*

ca. 3400 The Lord Edhelion, vassal of Elendil, is granted the title of Prince. He is given the (then) westernmost territory in Gondor as a fief. It includes all the lands between the River Gilrain and the Ered Tarthonion (S. "Mountains of Lofty Pines"). This is the founding of Dor-en-Ernil, the Land of the Prince.

3429-41 War of the Last Alliance. Anarion slain in siege of Barad-dûr. Sauron slays Elendil and Gil-galad; Isildur overthrows Sauron and takes the One Ring.

ca. 3441 The Noldo Galadriel and the Sinda Celeborn retire to Belfalas, making their home at what is now Dol Amroth. Construction of the Sea-ward Tower (S. "Tirith Aear") begins. The tower will be their home until T.A. 830.

THIRD AGE

Era of Autonomous Kings of Gondor

2 Isildur delivers the rule of Gondor to Meneldil and is then slain at the Gladden Fields while returning to Arnor; the One Ring is lost.

830 Falastur is first of Gondor's four Ship-kings, who extend Gondor's power along coasts west and south. The Princely fief of Dor-en-Ernil is expanded to include all the lands up to the Ringló/Morthond valley. Lond Ernil (Dol Amroth) is founded and designated as the Prince's new capital. The old capital at Linhir retains its stature as a major commercial center, however.

***933** Eärnil I, builder of a great fleet, takes Umbar.

1015 Ciryandil slain by Haradrim. Black Númenóreans besiege Umbar.

1050 Hyarmendacil I conquers Harad and forces its Kings to accept Gondor as overlord. Gondor at the height of its power. He is the last Ship-king.

1304 Minalcar crowned as "Romendacil II." His policies favor the Northmen of Rhovanion.

1432 Minalcar's death begins the civil war of the Kin-strife. Valacar's marriage of the daughter of the King of Rhovanion, makes his son Eldacar (Vinitharya) half non-Númenórean in descent.

1437 Castamir, Captain of Ships, leads rebels in taking Osgiliath. Eldacar escapes.

1447 Eldacar returns with an army of Northmen and Dúnedain of northern Gondor and slays Castamir in Battle of the Crossings of Erui.

1448 Surviving rebels escape from the besieged port of Pelargir. They sail to Umbar and found the Corsair state.

1540 Aldamir slain in war with Corsairs and Haradrim.

1551 Hyarmendacil II defeats Haradrim.

1621 Minardil makes Hurin of Emyn Arnen his Steward. After Hurin all Stewards chosen from his descendants.

1634 Corsairs ravage Pelargir and slay Minardil.

1636 The Great Plague devastates Gondor. Telemnar and his children perish, as do many people of Gondor, especially in Osgiliath and the eastern lands. The White Tree dies in Minas Anor. Telemnar's nephew Tarondor succeeds him.

1640 Tarondor permanently removes the capital to Minas Anor (Minas Tirith), where a seedling of the White Tree is replanted. The Watch on Mordor is abandoned.

HISTORY OF GONDOR AFTER T.A. 1640

1810 Telumehtar retakes Umbar temporarily and drives out Corsairs in retaliation for extensive raiding.

1945 The Steward Pelendur rules for a year while the throne is disputed. The Council of Gondor rejects the claim of Arvedui of Arthedain and grants the crown to Eärnil. The Steward's office becomes officially hereditary.

1981 Many Silvan Elves flee to Edhellond after the Balrog appears in Moria. The Elf-king Amroth of Lórien perishes in the waters off the coast near Lond Ernil. The name Dol Amroth (S. "Hill of Amroth") becomes synonymous with Lond Ernil.

2000 The Witch-king gathers the Nazgûl and beseiges Minas Ithil.

2002 Fall of Minas Ithil, which is renamed Minas Morgul.

2004 The House of Lond Ernil — the line of Edhelion and the First House of Dor-en-Ernil — ends with the untimely death of the heirless Prince Aeardur before the gates of Minas Ithil. His slaying is attributed to the hand of the Witch-king. Galador is named Prince and granted the fief, beginning the Second House (the House of Dol Amroth). Lond Ernil is officially renamed Dol Amroth.

2043 The Witch-king challenges Eärnur on his ascension to the throne. Minas Anor is renamed Minas Tirith.

2050 Eärnur accepts the Witch-king's renewed challenge and is slain in single combat at Minas Morgul. Mardil becomes the first Ruling Steward, as no legitimate claimant to the throne remains in the line of Anarion.

Era of Ruling Stewards

2063 The Watchful Peace begins; Sauron is in hiding in the East.

2460 The Watchful Peace ends.

2475 Uruk-hai of Mordor loot Osgiliath; Boromir drives them from Ithilien, but the largest city in Gondor is ruined, its stone bridge broken.

2510 Orcs and Balchoth (Easterlings) overrun Calenardhon; Eorl the Young brings an army of Northmen to the aid of Gondor and wins the victory of the Field of Celebrant. Cirion grants Eorl's people Calenardhon, which then becomes Rohan. Gondor and Rohan form a perpetual alliance with the Oath of Eorl.

2758 Three fleets from Umbar and the Harad land along the southern coasts of Gondor. Invading armies reach as far as the Isen. Dor-en-Ernil is ravaged. The Long Winter.

2759 Beregond defeats the Corsair fleets before spring. Beren gives Saruman the Keys of Orthanc.

2885 Haradrim, encouraged by Sauron's emissaries, cross the Poros and attack Gondor. The sons of King Folcwine of Rohan die in Gondor's service in the victory of the Crossings of Poros, and are buried in a mound of Haudh-in-Gwanûr on the northern side of the ford.

2901 Last of Ithilien's inhabitants flee to escape raiding Uruks from Mordor. Turin II builds secret refuges for his soldiers in Ithilien, notably at Henneth Annûn (S. "Sunset Window"), and refortifies the isle of Cair Andros in the Anduin.

2914 Saruman claims Isengard as his own.

2950 Finduilas, daughter of Prince Adrahil of Dol Amroth, born.

2951 Sauron reenters Mordor and begins rebuilding the Dark Tower (S. "Barad-dûr").

2954 Mount Doom bursts into flame and Ithilien's last inhabitants flee.

2976 Denethor II weds Finduilas of Dol Amroth.

2978 Boromir, son of Denethor II and Finduilas, born.

2980 Aragorn II leads a fleet of Gondor in a raid on Umbar, burning much of the Corsair fleet. He leaves Ecthelion II's service after his return.

2983 Faramir, son of Denethor II, born.

2988 Finduilas dies while quite young. The Year of Mourning in Dol Amroth.

3018-19 The Great Years. War of the Ring. Deaths of Denethor and Boromir leave Faramir as Gondor's Steward. Imrahil, Prince of Dor-en-Ernil, and warriors of Dol Amroth figure prominently in the battles at Pelennor Fields and Morannon. While Faramir is ill, Imrahil temporarily oversees Minas Tirith. Sauron is vanquished as the One Ring is destroyed. Aragorn II crowned as King Elessar. Faramir becomes Steward, Lord of Emyn Arnen and Prince of Ithilien.

3020 Lothíriel, daughter of Prince Imrahil of Dol Amroth, marries King Éomer of Rohan.

3021 The Third Age ends with departure of Frodo and the keepers of the Elven Rings over the Sea.

3.0 THE LAND OF DOR-EN-ERNIL

The Land of the Prince is a beautiful fief endowed with spectacular coastal rocks and cliffs, plentiful freshwater streams, and rugged highlands. It stretches from the foothills of the White Mountains in the north to the Bay of Belfalas in the south, encompassing all the territory between the Serni/Gilrain and Ringló/Morthond valleys. Like the Men who rule the province, it is a very special place.

3.1 GEOGRAPHY

Along the northeastern coasts of the Bay of Belfalas, land and sea continually interact. Powerful forces gave this region of Middle-earth remarkably diverse terrain, and the reshaping process is never-ending. To the west, the constant onslaught of crashing waves etches away at the multi-hued cliffs, while in the east the region's rivers carry the silt that forms an ever-expanding host of new islets and beaches.

The Origins of the Landscape

In the Elder Days, much of the coastland south of the Ered Nimrais (White Mountains) appears to have been submerged. Subterranean forces thrust the Belfalas coast sharply out of the sea, compressing the Ered Nimrais ever higher. The Elves living in the region attribute this to the cataclysm that marked the end of the primaeval struggle between the Valar and the rebel Morgoth.

The lands between the Bay of Belfalas and the Ered Nimrais are comprised of a granitic igneous bedrock, overlaid with various sedimentary rocks — shale, limestone and sandstone. In some locales, the granitic base still shows through, while in others the sedimentary stone has changed with time and pressure (metamorphosed), the limestone becoming marble, for example. The soil is fertile, as befits an ancient sea bed.

The Coastline

Belfalas has a long, rounded, hilly and somewhat irregular coastline, stretching between the mouth of the Morthond and the Gilrain estuary. Steep cliffs and rocky coves dominate the western and southern coasts, where dozens of waterfalls tumble into the bay. Hundreds of sea-caves and scattered shoals punctuate these wild, windswept shores.

The eastern side of Belfalas is less precipitous. Sea-rocks are less common, and beaches are interspersed between the occasional marshes and the smaller coastal cliffs. Gentle breezes cool the rich manorlands that lie along its edge.

The Promontory of Dol Amroth

The promontory of Dol Amroth is undoubtedly the most notable feature of Belfalas. Connected to the mainland by a very narrow neck of land, it juts westward into the bay, rising to form a natural fortress. Its long ridge culminates in a spit of land that marks the westernmost point in all of Belfalas. Galadriel chose this hallowed pillar of rock as the site for the bell-tower that became the Tirith Aear (S. "Sea-ward Tower").

The Hill of Amroth is actually the last peak in the line of coastal mountains that forms the main transverse ridge in the range locals call the Ered Tarthonion. Anyone approaching the Hill from the north or the south will see that it appears tilted, so that its spine runs downward toward the east (and Belfalas proper). Its rather sheer southern and western faces are virtually unclimbable, except along the main ridges. The northern side of the peninsula is less forbidding, but even there the cliffs reach considerable heights. Sedimentary deposits from nearby streams and the Morthond to the north formed beaches along the north shore which gradually augmented the narrow shelf of rock on the bay shore. Fingers of rock reach northward from this side of the promontory, creating three excellent, natural harbors.

The Inland Reaches of Belfalas

Away from the coast, Belfalas is an undulating lowland which steadily rises into the foothills of the Ered Tarthonion (Mountains of Lofty Pines). Further inland, the hills give way to the jagged peaks which run the length of the peninsula and divide Belfalas into two roughly equal halves. These mountains are an extended spur of the Ered Nimrais to the north. Although they reach a maximum height of only 6500', they present a considerable barrier to travel. Those heading across Dor-en-Ernil can only avoid these heights by going the long way to the south along the coast or to the north through the 20-mile wide Lamedon Gap, or by using Cirith Dunrandir, the steep pass through the narrow center of the range.

The Rivers

Several rivers descend from the Ered Nimrais to the Bay of Belfalas. The Ringló (S. "Coldflood"), the main tributary of the mighty Morthond (S. "Blackroot"), rises in the highlands between northern and Dor-en-Ernil. Its course marks the northwestern boundary of the Prince's fief. The border of the Land of the Prince follows its waters all the way to the bay. For its last thirty-five miles, the Ringló flows as part of the Morthond. It joins the Morthond's lower reaches at Glanhir and meets the Bay of Belfalas just below Edhellond, about ten miles (as the craban flies) from Dol Amroth. At this point Anfalas (S. "Long Coast;" W. "Langstrand") lies across the river.

The Gilrain (S. "Star-wanderer") serves as Dor-en-Ernil's eastern boundary. It separates the Prince's domain from the province of Lebennin. The town of Linhir, the focus of trade and settlement in Dor-en-Ernil's more settled east, rises alongside the Gilrain at the point where it joins the Serni (S. "Stoney;" W. "Shingly;" aka "Sernui").

> **NOTE:** *The Serni runs through the central plain of Lebennin, joining the Gilrain just before their common estuary feeds into the Bay of Belfalas. While shorter than the Gilrain, this river is more navigable (although the Serni's rocks block any large upriver traffic), leading some cartographers to consider the Gilrain, rather than the Serni, as the tributary stream. Common folk in Dor-en-Ernil feel otherwise.*

All these rivers are relatively young, cutting deep valleys through most of the fertile footland between the White Mountains and the sea. Fed by the runoff from the Ered Nimrais. they are also swift and cool. In fact, the Morthond actually emerges from under the mountains, and its waters are notoriously chill. The Ringló arises from an icy mountain tarn that broadens into a cold marshy lake when the snows melt in the spring.

Once these four rivers reach the bottomland near the bay, however, their waters slow and their banks become less steep. At Linhir, the Gilrain runs into a shallow depression after passing the outlying spurs of the Ered Nimrais. A waterfall denotes the change, at the point where the waters pour out of a small, mere-filled canyon.

The Lands Beside Dor-en-Ernil

Dor-en-Ernil is flanked by four of Gondor's main regions. Anfalas lies to the west and Lamedon rises to the northwest, while Lebennin borders the Princely fief to the east. To the southeast, the island of Tolfalas (S. "Coast Island;" aka "Tol Falas") juts out of the Bay of Belfalas.

Lebennin's northern marches are like those of the Land of the Prince: wooded and extremely rugged, climbing toward the glistening spires of the Ered Nimrais. The area is, however, primarily an open plain, broken by the Serni, Celos/Sirith, and Erui river valleys. Flanked by the Anduin and the Gilrain, it is — as the name "Lebennin" signifies — truly the land of "Five Rivers."

Lebennin ends where the mighty Anduin, the "Long River" of Middle-earth, sweeps into the sea and divides into numerous streams, forming an immense delta, the Ethir. The Anduin, by contrast with the lower lesser rivers of this region, is old, and in its lower reaches runs slowly, with a broad flood plain on either side. But for its size, it would be fordable (and, of course, nowhere below the city of Osgiliath is the Anduin narrow or shallow enough to traverse without aid). Its meandering channels are known to change their courses following the annual spring floods. The yearly deluge, generated by melting snows from the north, transforms virtually the entire delta into a swamp. The Númenóreans who built Pelargir upstream realized that this cycle eliminated any hope of locating a practical port in the Anduin Delta.

Tolfalas is unique among the lands bordering the Bay of Belfalas, for it is the offspring of fire. Shaped largely by volcanic forces, its cliffs are hard and black and its central peak — the 3500' Amon Hithaear (S. "Sea-mist Mount") — is an extinct volcanic cone. Tolfalas' rock is principally basalt, the hardened residue of primaeval lava flows. Winding tunnels, formerly lava chambers, pit the mountainsides. There are scattered beaches along the rocky shoreline, but Tolfalas has no good harbors.

The Eastern Bay

The sea has geographic features no less than the land, and sailors ignore them at their peril. This is especially true in the Bay of Belfalas. The entire bay rests on the continental shelf, sloping gradually from the land and never attaining a depth below 500'. Where the shelf ends, the Great Sea (S. "Belegaer") begins. Off the coast of Belfalas, particularly in the west and south (such as in the area of the Dol Amroth peninsula), hazardous shoals dot the seascape. More rocks and reefs lie between Tolfalas and the Lebennin coasts, forcing any ships lacking experienced local pilots to skirt Tolfalas on its eastern side in order to easily reach the Ethir. Undersea steam fissures warm the waters surrounding Tolfalas, creating a unique niche for sealife.

3.2 THE CLIMATE AND WEATHER PATTERNS

Just as the interaction of land and sea has shaped the geography of Dor-en-Ernil, so it continues to govern the climate. Belfalas lies in a temperate zone, so the average temperature is warm. Moreover, the sea's proximity prevents seasonal fluctuations as wide as those found further inland. The upper river vales and the Ered Tarthonion enjoy slightly cooler temperatures owing to their altitude and distance from the sea. Overall, the result is a comfortable, almost ideal climate — a mild winter, prolonged spring and autumn, and a warm, dry summer.

Precipitation is regular and nearly always sufficient for local needs. The massive peaks of the Ered Nimrais (S. "White Mountains") to the north catch clouds carried by winds from the sea, filling the several rivers flowing to the Bay of Belfalas, where the process begins again. Droughts are virtually unknown.

The peak storm season is late autumn, when cold air from the north crosses the barrier of the Ered Nimrais and collides with the warmer air of the Bay. Precipitation is also frequent in the spring, when warm air rises into the Bay area from the south.

The following chart, using the King's Reckoning calendar of the Dúnedain of Gondor, summarizes monthly weather in Dor-en-Ernil. Average temperature range (excluding unusual highs and lows), frequency of precipitation and typical wind speeds on land are given. Note the overlap of the Elven seasons with Dúnadan months.

3.3 WINDS, CURRENTS, AND TIDES

As is true elsewhere in northwestern Middle-earth, the prevailing winds in Dor-en-Ernil are westerlies. These steady breezes come from the Great Sea (S. "Belegaer") to the West of Endor, sweeping along the coast of Gondor. Wind direction is especially consistent in the Spring. Autumn often brings storms, which are particularly strong in the Bay, where no natural obstacles lessen their force. Storm velocities are always to be feared.

3.31 CALCULATING WIND SPEEDS

Calculate the wind speeds in the Bay according to the following table (percentages reckoned according to D100 roll). Note that 1.15 mph = 1 knot (nautical mile per hour).

Wind Condition	Normal Roll	Autumn Roll
Dead Calm (0-1 mph)	01	01
Light Wind (2-7 mph)	02-25	02-25
Moderate Wind (2-7 mph)	26-74	26-74
Strong Wind (8-18 mph)	75-89	75-84
Gale (32-54 mph)	90-96	85-92
Storm (55-72 mph)	97-00	93-97
Hurricane (73+ mph)	—	98-00

3.32 WAVES, CURRENTS, AND TIDES

Wind speeds significantly affect waves. On average, wave height (in feet) will equal half the wind speed (in mph). A combination of smaller waves, however, may yield a much higher compound wave.

Along the coastline, the differing air temperatures over the liquid sea and solid land generate regular breezes by alternately releasing and absorbing heat. During the day, the breezes are seaward, while at night they are landward.

Occasionally cold, dry air builds up against the northern face of the Ered Nimrais, suddenly spilling over the mountains and surging down the narrow river valleys in a chill blast of awesome force. Trees shake, and the gales tear any loose thatch off roofs. The first folk living in the vales on the seaward (southern) side of the mountains named this wind the *Sorrach*.

Currents

The principal water current in the Bay of Belfalas is formed by warm water rising from the south and arcing along the Bay's shores in a counterclockwise motion. Gondorians call it the the Southron Stream, since it is regularly used by both traders and Corsairs coming from Umbar and Harad.

Another major current results from cold water descending from the North. This stream invades the Bay in a clockwise motion, driving in from the Great Sea. Men in Dor-en-Ernil refer to the current's path as the Road of Early Return, for it is typically used by Merchant vessels to speed the return voyage from Eriador or Lindon.

While currents in the Bay of Belfalas are never particularly predictable or forgiving, those in the western bay are especially hazardous. Even the dangerous waters off the southern tip of Belfalas are tame when compared to those off the Cape of Andrast. There, at the uttermost westerly tip of Gondor, the cold and warm currents pass near one another, creating vicious maelstroms and turbulent seas.

Tides

Typically, high and low tides each occur two times a day. Twice in each lunar month — when the moon and sun are aligned at the new and full moons — exceptionally great high and low tides (called spring tides) result. Similarly, exceptionally weak neap tides occur twice monthly, at the midpoints between spring tides.

As at sea and along the shores of unsheltered islands, normal tidal variations rarely exceed 1-2'. In shoal waters and narrow estuaries, however, the rise and fall is often far more dramatic. A 5' variation is typical around Dol Amroth, and in the estuary of the Gilrain/Serni the average variation is 9'. Tides must be accounted for in navigation and harbor operation, making harbormasters and guides invaluable friends of anyone relying on the local seas.

One should always remember some basic rules concerning tides. For instance, the best time to cross a shoal is at high tide. In addition, ships moored too tightly to a wharf at high or low tide may damage the mooring or, worse, themselves. Careless seamen may even lose a boat altogether, for a light vessel drawn up on a beach at low tide may be carried out to sea when the water rises.

Months	Coastlands	Inland Vales	Mountains
— *Yestarë (intercalary day: Yule)*			
1. Narwain (Winter)	35-50° Mod. Rain Breezy	25-45° Mod. Snow/Rain Breezy	20-40° Mod. Snow/Rain Breezy
2. Ninui (Winter-Stirring)	40-55° Mod. Rain Breezy	30-50° Mod. Rain Breezy	25-45° Mod. Snow/Rain Breezy
3. Gwaeron (Stirring)	45-55° Nor. Rain Windy	30-50° Nor. Rain Windy	25-45° Nor. Rain Windy
4. Gwirith (Spring)	55-70° Nor. Rain Windy	45-65° Nor. Rain Breezy	40-60° Nor. Rain Windy
5. Lothron (Spring)	60-75° Nor. Rain Breezy	55-75° Nor. Rain Breezy	50-70° Nor. Rain Breezy
6. Nórui (Spring-Summer)	65-80° Mod. Rain Breezy	60-80° Mod. Rain Calm	55-75° Mod. Rain Breezy
— *(1) Loëndë or (2) Enderi (intercalary days: Midyears)*			
7. Cerveth (Summer)	70-85° Mod. Rain Breezy	65-85° Mod. Rain Calm	60-80° Mod. Rain Breezy
8. Úrui (Summer-Autumn)	70-85° Mod. Rain Breezy	65-85° Mod. Rain Calm	60-80° Mod. Rain Breezy
9. Ivanneth (Autumn)	60-75° Nor. Rain Windy	55-75° Nor. Rain Breezy	50-70° Nor. Rain Windy
10. Narbeleth (Autumn)	55-70° Rainy Windy	45-65° Rainy Windy	40-60° Rainy Windy
11. Hithui (Fading)	45-60° Nor. Rain Windy	35-55° Nor. Rain Windy	30-50° Nor. Rain Windy
12. Girithron (Fading-Winter)	40-55° Mod. Rain Breezy	30-50° Mod. Rain Breezy	25-45° Mod. Rain/Snow Breezy
— *Mettarë (intercalary day: Yearsend)*			

KEY

Temperature: Degrees are expressed in Fahrenheit. Note that most peoples do not describe temperature so precisely; they simply describe the temperature as cold, cool, warm or hot. Mountain temperature refers to the habitable regions between 1000-3000' above sea level. To calculate temperature at higher altitudes, subtract 1° for every 300' more above sea level.

Precipitation: Refers to the % chance of rain or snow falling on a given day.
Moderate Rain: 15% rain; partly cloudy
Moderate Snow/Rain: 5% snow; 2% sleet; 8% rain; partly cloudy
Normal Rain: 25% rain; partly cloudy
Rainy: 40% rain; cloudy
At higher mountain altitudes, snow will always occur when Moderate Snow/Rain yields a precipitation result. The mountains of the Ered Tarthonion are, however, too low for a permanent snow cap to exist.

Wind: Speeds are given in miles per hour.
Calm: 0-9 m.p.h., or Bay Winds chart (-20)
Breezy: 5-20 m.p.h., or Bay Winds Chart (-5)
Windy: 10-40 m.p.h., or Bay Winds Chart (no adjustment)
Above the tree line iin the mountains, winds should be felt with considerably more force. Treat Breezy as Windy, and Windy as High Winds (20-60+ m.p.h., or Bay Winds Chart (+10)).

Abbreviations: Nor. = normal; Mod. = moderate.

4.0 PLANTS AND ANIMALS

Given its variety of terrain and wealth of water, it is hardly surprising that Dor-en-Ernil is astoundingly well-endowed with a wide range of plants and animals. Many are unique to the Bay of Belfalas, some providing riches, others invoking terror.

4.1 COASTAL LIFE

The southern coastlands of Gondor are fair and green, a delight to the senses, where one could long rest contented. For the most part the countryside is a mixture of cultivated fields and flowering meadowlands. There are scattered copses and a few larger woodlands of deciduous trees, principally elms and beeches. Well-kept orchards lie on many of the rolling hillsides. Patches of herbs grow wild in abundance (see 4.7).

White lilies are common throughout the tall grasses of the meadowlands. Here also grow two wildflowers of exceptional beauty known better by their Sindarin names. The mallos (W. goldsnow) are longstemmed, with golden bell-shaped blossoms. Is it only a flight of fancy, or can the Elves really hear the bells of their ancient home across the Sea when the mallos are shaken by winds from the West? No mortal has ever heard the sound. The alfirin (Q. simbelmyne; W. evermind) have small snowy-white, star-shaped petals that remain in bloom year-round. Here they grow everywhere, though north of the Ered Nimrais they are rarer and usually found only on burial mounds. When struck by the rising or setting sun, they take on a golden hue.

Where the sea and land meet live creatures wedded to both for survival. Numberless gulls roost in the Belfalas cliffs, and swoop low over the bay plucking fish from the water. Rocky coves along the shore form tidal pools, inhabited by shellfish, crustaceans, sponges, and curiously fluted sea plants. Life advances and recedes with the Bay's tidal rhythms.

4.2 LIFE IN THE HIGHLANDS

The foothills and mountains of the Ered Tarthonion are heavily wooded. The lower vales are filled with deciduous trees, including cedars and oaks ideal for shipbuilding. At higher altitudes, where the soil is poorer, these give way to the mighty pines for which the mountains are named, tall enough for masts. The forest floor is carpeted with shrubs at lower altitudes and moss in the higher reaches. Only small areas of the Ered Tarthonion have been cleared by mountain folk or lumberers, and the Dunedain plant at least as many trees as they cut.

Game animals flourish in the Ered Tarthonion. Magnificently horned stags bound through the foothills, a swift and elusive quarry. Wild boar offer a more dangerous pursuit. At bay, a boar is apt to turn suddenly on the pursuer, viciously slashing at any foolish enough to come within range of its deadly tusks. Sure-footed wild goats roam over the rocks and precipices of the higher mountainsides. Black bears also range through the woodlands. Although less powerful than their brown cousins further north, and peaceful by nature, they are tough opponents if threatened.

A few natural predators still survive in the mountains. Hawks circle over the mountain slopes, roosting in the limbs of the highest trees. Packs of wolves are known to inhabit the isolated interior. They live off deer and have learned to fear men, but may attack lone travellers during the winter when food is short. Mountain lions dwell on the rocky upper slopes. These are solitary hunters with excellent night vision, and have no fear of Men. While they prudently avoid large groups, they find Men easier to catch than their usual prey, the wild goats.

NAMES OF LOCAL ANIMALS

The following list summarizes the most notable of Dor-en-Ernil's beasts. The local animal names are accompanied by translations, which should help GMs decipher the terms used below.

Creature	Sindarin Name	Translation
Crocodile	*Galenanca*	"Green jaws"
Hunting Lizard	*Anfarod-uitir*	"Everseeing Longhunter"
Great White Shark	*Nimaeargurth*	"White Sea-death"
Manta Ray	*Morchaithras*	"Shadowhorn"
Kraken	*Belegaerog*	"Great Sea-demon"
Sperm Whale	*Charothrond*	"Hallmaw"
Turtle-fish	*Aeg-crúmor*	"Fell-turtle"

4.3 LIFE IN THE MARSHES AND RIVER DELTAS

Few areas of Middle-earth are home to such a profusion of life as the marshes and deltas of southern Gondor. This is particularly true of the Ethir Anduin, where spring floods regularly inundate the delta with a fresh layer of silt from the North, ensuring continued fertility. Other local marshes and deltas share many of the species, but the numbers and variety in any given wetland are generally modest when compared to the Mouths of the Anduin. Nonetheless, life in Dor-en-Ernil's marshes and river deltas is both plentiful and notable.

The major channels in the lower Morthond and Gilrain rivers are wide and deep enough to remain open to the sky and permit large ships to go upstream. However, the smaller branching waterways that interlace their deltas, and those of the region's lesser streams, often become dim tunnels canopied by the giant reeds rising on either side. Close-packed bulrushes line the spongy mud of the banks. There are few large trees in these wetlands, but some stands of moss-hung cypresses can be found around small lagoons on the firmer ground.

Waterfowl float on the streams, at times suddenly rising in colossal flocks and filling the air with their cries. Other birds are drawn by the swarms of insects that breed in the still lagoons and pose a significant threat to the health of Men. Myriads of fish fill the estuaries, where fresh and salt water meet. Closer to the Bay, on the sandy perimeter of the deltas and swamps, are clam beds and numerous burrowing crabs.

Several mammals make their home here as well. Water rodents scurry through the rushes, and wild pigs are perpetually rooting in the mud along the banks. Otters float down the area's streams, lying on their backs with fish or mollusk dinners resting on their chests. The water is warm enough for even reptiles to flourish. Snakes wrap themselves around the overhanging tree limbs, or glide silently through the water. Most are small and relatively harmless to men, but venomous Water Vipers and a few larger constrictors are serious dangers. Mud-turtles lie among tree roots or bury themselves in the shallows, with only heads protruding.

The Galenanca (S. "Green Jaws;" pl. "Gelinencai"), a crocodile-like reptile with an elongated and narrow snout, it is the largest marsh predator in the region. It grows as long as 16'. Armed with two powerful weapons, its toothy jaws and long tail, the Galenanca is well able to cripple prey with a single tail swipe, or suddenly emerge from below the surface of the water to seize an intended meal and drag it under. When the Galenanca lies in wait in the water, only its nostrils and eyes protrude, and it can dive swiftly to escape attack. Although this reptile prefers to remain near water, it can pursue prey on land with a short, surprisingly fast, burst of speed.

A Galenanca den will be dug into the earth along a river bank, with its entrance below the water's surface, sloping upward to a dry chamber with an air vent. If prey is too large to swallow whole, the reptile will drag it back to the den to devour piecemeal; thus, some treasure may accumulate in the den. The Galenanca has good nocturnal and underwater vision, as well as a booming voice; its "songs" can be heard echoing across the marshland at night. Fish, waterfowl and pigs are the creature's normal diet, but it will not hesitate to supplement that with Men should the opportunity arise.

4.4 LIFE ON TOLFALAS AND THE COASTAL ISLETS

Volcanic ash typically creates quite fertile soil, and Tolfalas is no exception. The slopes of Amon Hithaear are richly carpeted with trees and shrubs. Although the shoreline appears more barren at first glance, lichen and weeds cling to the huge chunks of black basalt that form most of the island's perimeter, and the few beaches are home to innumerable forms of burrowing life. A large oyster bed lies on the landward side of the isle in the shallows, no more than 30' down.

Although Tolfalas has been cut off from the mainland for millenia, it shares much of the same animal life. Wild goats, deer and pigs dwell in the tangled woods. Sea birds, to whom water is no barrier, roost as readily here as on the opposite cliffs of Belfalas. Nevertheless, the isolation of Tolfalas has permitted more exotic creatures to find a haven, and the lack of any permanent settlement by Men has forestalled possible extermination. Fat iguanas lounge on the rocky shoreline. Sea turtles use the beaches of Tolfalas as a spawning ground, coming ashore once annually to bury their clutches of eggs. Few eggs or hatchlings survive, since the other animals inhabiting the island regard them as delicacies.

Most feared of the island's inhabitants is the giant "Hunting Lizard" (S. "Anfarod-uitir;" pl. "Enferyd-uitír; W. "Everseeing Longhunter"). A species of monitor lizard, they can grow to a 12' length and weigh 300 lbs. The Hunting Lizard has a long flexible neck, a forked tongue flicking in and out, and a disconcertingly intense stare. Its principal weapons are its powerful jaws and heavy tail; it is well protected by a thick scaly hide.

4.5 SEA LIFE IN THE BAY OF BELFALAS

The Bay of Belfalas teems with life in every imaginable variety. Vast beds of plankton drift in the sunlit waters, serving as food for schools of fish. Marine plants thrive on the Bay floor, along with crustaceans and shellfish. Larger ocean creatures find their way into the Bay, drawn by the ready food supply.

4.51 SHARKS

Sharks are the ocean's omnipresent predators. Most confine their diet to fish, but at least one Shark is a confirmed maneater. This is the Nimaeargurth (S. "White Seadeath"), commonly abbreviated N'gurth (pl. "Nímaergyrth"). It typically grows to a 15' length, with a 21' maximum. Its principal attack is a bite with its multiple rows of teeth, which can easily shear off limbs. Merely colliding with the Shark can leave wounds, as its skin is covered with razor-sharp small projections. It is propelled by its tail, and must attack in swerving lunges, as it is unable to stop or back up. Its eyesight is fair, but in hunting it relies most on its excellent sense of smell. Blood in the water drives it into a "feeding frenzy." Its dreaded approach is often, but not invariably, signaled by the dorsal fin protruding above the water's surface.

4.52 SEA-TURTLES AND FELL-TURTLES

Sea-turtles are quite harmless, and fight with their beaks only if attacked. They are at their most vulnerable when they must come ashore to lay their eggs, being unable to move faster than a crawl on land. Normal Sea-turtles weigh up to 1500 lbs, although they swim with grace and move with inspiring ease. Their smooth, dark green shells camouflage and armor them, but their natural protection is insufficient in the face of determined hunters. Sadly, seaman from Harad regularly prey upon these noble animals.

Sailors' legends tell of Sea-turtles in the deep ocean so large as to be mistaken for islands, beasts which suddenly dive and drown those foolish enough to come "ashore." These tales mirror those found in bestiaries and poems all over Endor (such as the poem entitled "Fastitocalon," which is told among the Hobbits of the Shire). Unfortunately, there is truth behind these so-called myths. The great Turtle-fish or Fell-turtles (S. "Aeg-crymyr;" sing. "Aeg-crúmor") of the Belegaer are extremely rare, but they are hardly imaginary or extinct. Growing as large as fifty feet in length, they are among the most terrible of creatures in Arda. None have been sighted near Dor-en-Ernil, of course, and those reported elsewhere are considered illusions or fanciful stories, yet they lurk out in the dark ocean and more than one lost vessel has perished due to circumstances that can only be attributed to these fell creatures.

4.53 WHALES

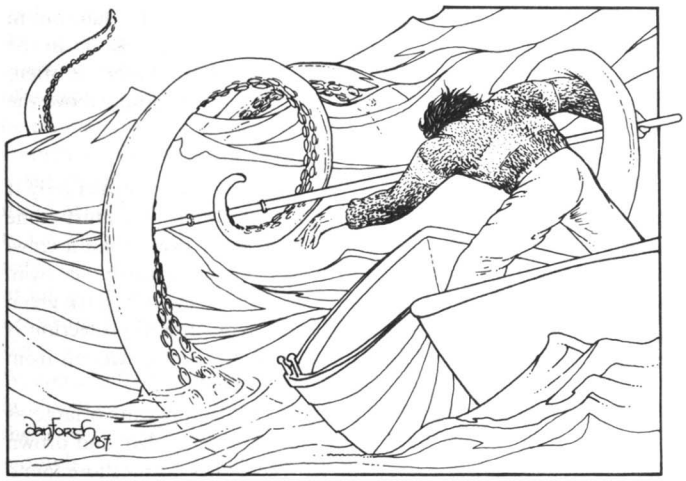
Whales occasionally enter the outer perimeter of the Bay to feed on plankton. Only one variety, the Charothrond (S. "Hallmaw;" pl. "Cherethynd"), is capable of devouring larger creatures, having teeth instead of a baleen strainer. Its favorite food is the deep ocean Giant Squid. Whales are sometimes stranded on the shoals of Belfalas by storms, and are then cut apart and boiled down for their oil and bone. Cherethrynd also contain valuable ambergris, a substance which forms around indigestible Squid beaks, and is highly valued in making perfume despite its naturally noxious odor.

4.54 KRAKEN

Kraken (S. "Belegaerog;" pl. "Belegaeryg;" W. "Great Sea-demon") are the most dreadful horrors of the ocean. Though the Charothrond is able to eat young Kraken, and while Fell-turtles reputedly slay some of these hideous creatures, the full-grown monster has no rival. It is said that they were created in the Elder Days by a lesser Vala of the sea corrupted into Morgoth's service. Whatever the truth, the Kraken have always possessed a malicious cunning and propensity for evil.

The Kraken's main body, two-fifths of its full 150' length, has no skeleton, but is instead a tough, resilient, rubbery cone. Two coldly intelligent, almost manlike eyes peer from the broad end, and below them sits a large parrotlike beak, in the center of the Kraken's tentacles. Four primary tentacles — each 90' long, with rows of suckers and retractable claws at the tip — are the first to snare prey. Sixteen lesser 40' tentacles then grasp the seized victim and draw it toward the beak.

The Kraken travels by drawing water into siphons and expelling it at the mouth, generating a propulsion jet that moves it in reverse at extremely high speed. Its ordinary color is a luminous greenish-black, but it alters coloration at will, either for camouflage or as an expression of instinctual emotions such as anger and fear. If it needs to escape — which is rare unless the monster is young — it discharges a black inky substance to cover its retreat.



Kraken have been known to seize men from the decks of ships with their tentacles, and to crush the timbers of small merchant ships passing over their lairs. Kraken tentacles, even if cut loose, leave raw, bleeding sores on a victim's bare skin. Kraken feed on any sort of animal life they can catch and devour, and they love to shoot in reverse through schools of fish, snatching dozens with their flailing tentacles. A Kraken can only be killed by damage to its main body; severing the tentacles only makes it mad, and the tentacles eventually regenerate anyway.

Kraken live mostly in the deep ocean, among their lesser relatives, the Giant Squid. A few, however, lurk in the rotting hulls of sunken ships in the Bay, amidst piled bones and treasure. Others have even found their way along underground rivers to inland lakes, demonstrating an ability to adapt to fresh water.

Fortunately for those who must brave the sea, Kraken rarely attain their mature size. A Kraken's voracious appetite often leads it to lose interest in the mating ritual and some devour their prospective partners before any eggs can be fertilized. And since a Kraken cares nothing for any life except its own, adults do nothing to protect their young against the Cherethrynd and Fell-turtles that avidly hunt them. Sometimes the Kraken even consume their own children. Thus, do the creatures of Darkness bring evil to ruin.

4.55 OTHER BEASTS OF THE BAY

Sea-snakes are occasionally seen undulating through the waves. These marine reptiles attain a length of several feet. Some are harmless to Men, but the poisonous varieties possess an extremely potent venom; for the poison of a few there is no known antivenom. Much larger Sea-snakes, the legendary Sea-serpents (Sea-drakes), are rumored to inhabit the deeper ocean.

Rays take many shapes. They are usually harmless, although the huge and fearsome-looking Morchaithras (S. "Shadowhorn;" pl. "Morchaithrais") has been known to leap out of the water and clear over the deck of fishing boats as it performs its acrobatics, frightening inexperienced sailors almost witless. Many Rays inflict horribly painful wounds with their tail stings in self-defense, often resulting in the victim's death. Electric Rays have small electric organs in their "wings," which deliver a shock strong enough to stun a man, but these creatures require quite a bit of time to fully recharge.

Dolphins are one of the few marine mammals encountered in the bay. When playful, cavorting through the water in their schools, they display but one side of their character. These highly intelligent animals have a sophisticated language and are capable of concerted defense against predators such as Sharks. Friendly to Men, Dolphins have been known to carry drowning sailors to safety, and wise mariners do them no harm.

5.0 PEOPLE AND CULTURES

The vast empire of Gondor presents an amalgam of peoples and their varying customs. The Dúnedain are the dominant group, but except for a few locales — Belfalas and the great cities of the lower Anduin valley — there has been considerable intermingling of the culture preserved from Númenor with that of earlier peoples who have become Gondor's subjects. Yet, even in the Prince's domain in the heart of Gondor, two rather autonomous peoples reside. The Elves of Edhellond still preserve their customs, and sail Swan-ships from their haven. Respected by the Dúnedain, others fear them as enchanters. Their independence is unquestioned.

Like the Elves, the clans the Dúnedain call Eredrim (S. "Mountain-host" or "Mountain folk"), relatives of the Dunlendings, are considered apart from Gondorian society. They live in the highland valleys of the Ered Tarthonion and retain their distinct cultural identity, despite the pervasive Dúnadan influence. These folk, having long been dispossessed of whatever land the stronger Dúnedain desired, cling to their remote enclaves. The Kings of Gondor tolerate their traditions, so long as they are not grossly inhumane and so long as they present no danger to royal authority.

Before discussing the Elves or Eredrim further, however, let us turn to the Dúnedain, the masters of the Land of the Prince.

5.1 THE DÚNEDAIN OF DOR-EN-ERNIL

The Dúnedain, "High Men of the West," are descendants of the Faithful of Númenor, who fled to Middle-earth to escape the growing corruption of their homeland in the Second Age. Their faith enabled them to avert the final catastrophe, the drowning of all Númenor, which served as a penalty for the Númenóreans' war on the Valar. The Dúnedain are now scattered throughout the lands of Eriador and Gondor. Many of their corrupted kinfolk — those called Black Númenóreans — live elsewhere in Middle-earth, in ancient colonies like Umbar.

Nowhere else in Endor is the island culture of old Númenor so well maintained as in the Prince's Land. This is befitting a land that resembles the lost island continent in so many ways. Belfalas, in particular, suggests much about fair Númenor. In addition, since this coastal region had few inhabitants apart from Elves when Dúnadan settlers began arriving in the late Second and early Third Ages, little intermingling of peoples or cultures occurred. This left the local bloodlines relatively pure.

Appearance

The Dúnedain of Dor-en-Ernil are remarkably tall, the largest people among either Men or Elves. As a rule, both males and females have black hair, shining grey eyes, and fair skin. Men are generally clean-shaven. They retain the features of their forefathers.

Views on Life and Death

Unfortunately, there have been changes since the Dúnedain sailed to Middle-earth. In old Númenor the ancestors of the Dúnedain lived an average of 200 years longer than their descendants, and members of the royal house of Elros lived twice that length and grew as tall as 8'. In Endor, both the lifespan and height of the Dúnedain are slowly waning. Dúnedain of pure descent, however, still live twice as long as Common Men, occasionally even attaining three times the age.

Adolescence lasts until age 20, early adulthood from 21-40, the prime of life from 41-70, and middle age from 71-120. After six score years, a Dúnadan becomes elderly, but not feeble in body or mind. At some point, usually by about 150, a Dúnadan wearies of life, much like an Elf might, and despair is as common a cause of death as old age. At this time in life, a Dúnadan has a choice; he may gracefully surrender life by simply willing himself to pass honorably to the next world, or he may fight for more years in Arda. Some Dúnedain, however, fear death and turn to magic to attain an artificial longevity. Such devices eventually fail, and their practitioner sinks into decrepitude and senility, dying in pitiful horror.

Attitudes and Outlook

With so great a history of achievements, the pride of the Dúnedain is understandable. This powerful self-esteem, though, runs deep. Ordinarily grave and reserved, the High Men rarely boast or take oaths, for among the Dúnedain it is thought most shameful to fail to achieve a promised goal or forswear an oath. The liar is held as bad as (or worse than) the coward.

Although the Dúnedain of southern Gondor think of themselves as practical folk — the builders of cities and conquerors of an empire — they embrace a submerged mystical element, one often evident in the inhabitants of Belfalas. Here, even the poorest folk dream of going to sea and exploring unknown lands; for when the last rays of the setting sun flash across the western sea and color the Belfalas cliffs a rudy crimson, even the least imaginative are struck with a sense of supernatural awe.

Religion

Religion is a different matter, and the Dúnedain of Dor-en-Ernil, like all their Gondorian kin, worship Eru without turning to dogma or organized ritual. It is hardly surprising, then, that they reject the false promise of immortality offered by allegiance to Darkness.

Although they build no temples, offer no sacrifices, and revere the Valar in their true benign images, the Dúnedain do maintain a form of "ancestor worship." They raise colossal tombs, where the bodies of their great lords are eternally preserved by a secret embalming art. This obsession with the past is costly to the present and future. Dúnadan males tend to marry late and have few children.

Family Life

Dúnedain family structure is conservative. The father is master of the household in law, although in fact a strong wife can exercise a fair measure of independence. Children are expected to obey their parents even past the age of maturity. Male and female roles are sharply distinguished. Men are the warriors; women play a supportive role as counselors and healers. Dúnedain are often astonished at the sight of Northmen warrior-women.

Language

All the Dúnedain of Dor-en-Ernil are fluent in at least two languages: Sindarin and an archaic, chivalrous-sounding version of Westron. Most people are literate, and can write in the flowing characters of the Elvish Tengwar script. Learned persons may know Quenya and/or classical Adûnaic, both of which are tongues of ceremony and lore rather than everyday speech. Due to their trade contacts, merchants tend to be familiar with foreign Mannish tongues, such as the Haradaic dialects of Harad.

Social Classes

In the Land of the Prince there are three principal social classes. The nobility include the Prince's family and the households of his Knights. These families tend to be insular, reluctant to marry outside the pure Dúnedain bloodline for fear of imparing their longevity. The rare marriages with the immortal Elves are, however, quite acceptable and even honorable. Although unions between Men and the Eldar are virtually unknown — only two are recorded — Dúnadan nobles occasionally wed Silvan maidens. Townsmen include merchants, artisans and laborers, a wide range of wealth united only by a common habitation. Peasants, the most numerous class, live in the coastal villages, fishing, farming and tending livestock. There is no dishonor in working the land; in Dor-en-Ernil there is no serfdom or slavery, and though a peasant pays rent to the local manor lord, he is in all respects a free man, entitled to move to another village or a town if he desires. Knowing this, nobles keep their rents fair and are careful to give peasants little desire to leave.

Garb

The Men of Dor-en-Ernil wear long tunics belted at the waist, made of linen or lightweight wool, and sandals or soft boots. In cooler weather, they don hose and wool or fur mantles. Leather breeches and high boots are used when riding and hunting. Women wear long dresses of linen or wool, and sandals or slippers.

Nobles and commoners are distinguished by embroidery and the cut and quality of material. Ceremonial court attire of the nobility is quite distinctive, reflecting Elvish style. Men wear long embroidered robes of silk or cotton with hanging sleeves, while women are adorned in gowns of diaphanous silk; both complete their costumes with flowing capes dyed and fur-trimmed appropriately by rank.

Diet

The Dúnadan diet is tasteful and varied, drawing from a host of culinary sources: sweet breads, cheeses, many fruits and vegetables, butter or olive oil, dozens of different fish, crustaceans, and mollusks, and meats. Common drinks include wine, ale and mead. Nobles enjoy a higher proportion of meat to fish, and better grades of drink, like the imported vintages of Dorwinion. All classes use salt and herbal seasonings as flavor enhancers and preservatives.

Architecture

Stone is the preferred building material of the Dúnedain, and their stoneworking ability is surpassed only by Dwarves; not only castles and towns, but many peasant cottages, reflect the mason's art. Tiled roofs and mosaic floors embellish wealthier homes, while thatch roofs and wooden floors are all that commoners can afford. A nobleman's home may even have running water and a central heating system of steam ducts and chimneys heated by a subterranean fire; Dúnadan architecture is remarkably advanced. Their often-elaborate floorplans show links to their past and to the influence of Elves. Dúnadan manors, for instance, often have colonnaded courtyards and fountains, even in the cool highlands.

Leisure

For recreation, Dúnadan noblemen turn to hunting, hawking and riding. Commoners enjoy swimming along the shore and diving from the cliffs of Belfalas. Sailing is a pleasure shared by all, from the Prince on his royal galley to the fisherman on his modest dory. Indoors, all folk play the traditional riddling games and match wits at chess.

> **NOTE:** *In Dúnadan chess, the bishops are termed "Mages," and the King takes the traditional active role of the Queen. The Steward stands in the place of the King, remaining "home," so to speak. The King may well fall in battle, but the game goes on, for in Dúnadan tradition the Steward represents the continuity of the realm.*

Cultural Outlook

The Dúnedain greatly admire the Elves, and often seek to emulate them. They also respect the Northmen, perceiving them as courageous and skilled warriors, if not fully civilized. As far as the High Men of Gondor are concerned, the relationship between Dúnadan and Northman is that of a just and wise father and his vigorous, impetuous son.

Eredrim and their Dunnish kin, on the other hand, are considered an uncultured folk. Tolerance, not love, describes the Dúnadan outlook. They see the highlanders as savage in war — tough soldiers if properly trained — but most Dúnedain discount the Mountain Folk except when in battle. Other "Foreign Men" fair no better, since the Dúnedain categorize virtually all of them as Easterlings or Haradrim. Both labels invoke a uniformly barbaric image, one attributed to races who are more often than not foes of Gondor. Dwarves, while renowned for their craftsmanship with metal and stone, are held far from Elven sophistication. Whatever their true feelings, though, the Dúnedain readily accord courtesy to all other peoples until it proves unmerited.

5.2 MOUNTAIN FOLK

The inhabitants of the Ered Tarthonion, called Eredrim (S. "Mountain folk") by the Dúnedain, are a relatively tough people of medium height. Although akin to the Dunlendings who live farther north, they are darker and generally have brown hair and eyes, a stocky build, and a tanned complexion. Men often grow mustaches and thick beards. Their lifespan is only that of common Men: adolescence lasts until 16, early adulthood from 17-25, the prime of life from 26-40, middle age 41-60, and old age from 61-80, with a rarely attained maximum of 100. Old age is a period of physical decline, and sometimes senility as well.

Men, Women, and Children

As if to compensate for their short lives, Eredrim marry soon after the end of adolescence, and produce many children to offset frequent losses from disease, accident and war. Fortunately, the Plague did not extend into the mountains, for the Eredrim had no medicine strong enough to overcome it.

Among the Eredrim, the husband and wife enjoy a rough equality. Although only men go to war, women offer a creditable defense of their homes, and their courage has inspired more than one group of retreating men. Sons are trained in their father's occupation; but since there is often an inadequate inheritance, children learn to assume responsibility for themselves early on.

Social Classes

A small warrior aristocracy, based more on merit than birth, rules Eredan villages. The bulk of the people are farmers and herdsmen; only a few are skilled artisans. Cattle, not gold or silver, symbolize wealth and status. Although Eredrim who steal within their own village are exiled, raiding the herds of a neighboring village is considered an admirable means to acquire wealth. Indeed, cattle thievery shares immense popularity as a way of achieving manhood, and it rivals wrestling as a favorite sport.

This infighting and raiding is understandable in light of the disunity among Eredrim villages. Incessant feuding is the norm. It takes a charismatic leader to bring the clans together for a common purpose, regardless of how noble the goal may be. Eredrim loyalty is to the village and clan, which are synonymous, with "Dunnish" secondary allegiance to a band (extended family) within the village.

Language and Culture

All Eredrim speak a dialect of Dunael, although some can speak a broken Westron as well. Literacy is confined to the tribal Shamen, the Loremasters and Nature-priests (Animists) of the Eredrim, many of whom converse in Daenael (Old Dunael).

Eredan commoners wear plain earthen-hued attire: woolen tunics and trousers with wooden clogs or leather boots for men, linen shifts and woolen dresses with wooden clogs for women. The Chieftains and Warriors possess fur mantles and brightly colored clothing adorned with stripes, checks, or plaid patterns. Since only the Warriors can afford metal armor and swords, they enjoy wearing their martial accouterments to most public activities, for they denote a lofty status.

The Eredan diet is rather bland. Bread and vegetables are readily available, but only Warriors can afford red meat and good ale regularly; others make do with poultry and home-brewed beer. Butter, milk and cheese are staples for any family owning a respectable number of cattle or goats. The Eredrim revel in massive inter-village feasts, gatherings which are often held to heal some longstanding feud. These occasions are marked by drinking bouts, challenges among warriors, and general rowdiness. In keeping with their Daen Coentis roots, the Eredrim are loud and boisterous, but they make fine orators, and their oral traditions are rich in imagery.

While the Eredrim have some stoneworking ability, they are far from the Dúnedain in mastery of the art. Prosperous villagers live in stone homes, but most commoners build with wood, or even wattle-and-daub. Amenities are far below the Dúnadan standard. Dirt floors are typical, and homes have smoke holes in the roof rather than chimneys. Animals will be stabled at one end of the house, while the family dwells in the other.

Religion

The Eredrim practice two forms of religion. Most people listen to the tribal Shamen, and worship the Valar as manifested through nature, albeit in a distorted manner using strange associations. Their rituals suggest a very superstitious world view. Omnipresent and all-powerful natural forces are inexplicable. Eredrim placate these spirits through sacrifice. Cremation is the traditional funeral ceremony.

A substantial minority among the Eredrim, however, follow a different path of belief. Remembering that in times long past their ancestors worshiped the Dark Lord and wielded wealth and power, they turn to the "old ways." These practices date from a time before their subjugation at the hands of the Dúnedain. Yet few understand norms from the distant past in a society without written records, so many unique sects abound.

Under the covert influence of Sauron's agents, some even return to the practice of paying homage to Darkness. At isolated sites in the mountains, they sacrifice animals and even captive Men. Praying for the return of the King of the World, they look to the Dark Lord as Master of Men, scoffing at the pretensions of their mortal Dúnadan rulers.

Relations With Other Cultures

The Eredrim of the Ered Tarthonion are an increasingly secretive folk, suspicious of outsiders. Few have contacts with the Dúnedain, aside from paying an annual tribute to the Prince's agents, and most dislike their overlords. They also fear Elves and flee from them.

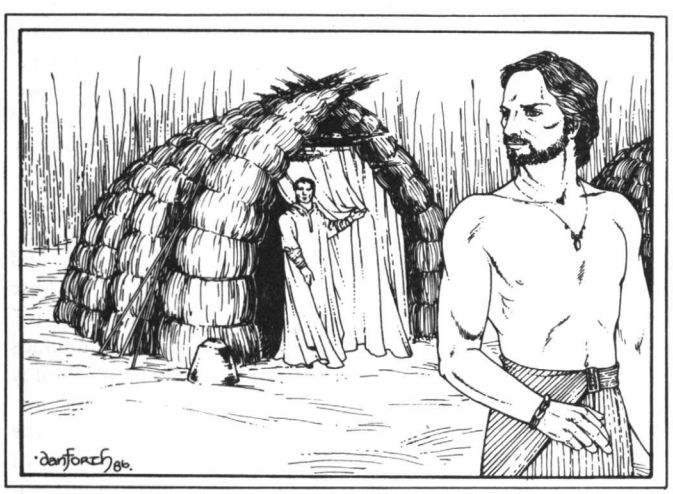
The Eredrim are a dying culture. However they fight to guard their ancient ways, the knowledge of their forefathers is slowly seeping away. Mountain life is hard and the pressures of Gondorian culture are strong. Many of the best men, those who desire to better their lot, leave the mountains, taking their families down to the river valleys and assimilating with the Dúnedain.

5.3 COMMON FOLK OF THE LOWLANDS

The inland river vales of southern Gondor have seen the development of an intermingled Dúnadan and Eredrim culture during the past several centuries. After the overthrow of Sauron, many Dunlending common folk renounced their own warrior aristocracy and accepted the Dúnedain as overlords, rather than fleeing into the hills. The petty nobles of Gondor who established their holds in this region proved fair masters and gave their subjects little cause for disloyalty. The Dúnedain now describe these civilized Eredrim as "the commoners," while the Eredrim living in the mountains call the more numerous lowlanders "Yoked Ones" (Du. "Offak").

While the nobility of this region maintains its Dúnadan character, Dúnadan commoners frequently intermarry with the native population, producing offspring who are slightly taller and longer-lived than Common Men. Regardless of family background, all inhabitants of this region are fluent in Westron. Many commoners also speak a Dunnish dialect, while a few individuals of Dúnadan descent know Sindarin (though they rarely speak it).

Family structure, diet, and clothing style largely depend on the cultural identity of a given individual. In most cases, the lesser elements of a Common Man's lifestyle are drawn from all the local cultures. The "civilizing" of the Eredrim has, however, entailed an abandonment of traditional customs such as cattle theft and cremation, and a re-education in attitudes toward the Valar. At the same time, the local Dúnadan aristocrats have slowly accepted the world view of their subjects: a provincial outlook, greater respect for mighty warriors than learned men, and a slight distrust of the Elvenfolk.



5.4 THE ELVES OF EDHELLOND

The Elves, the Firstborn Children of Eru, are the oldest sentient race in Middle-earth. Immortal, they look upon life in ways unknown to Men. Their relations with the Princes of Dor-en-Ernil, however, have always been strong, for the Line of Princes possesses Elven blood.

The Sinda Aristocracy

The Elves dwelling at Edhellond are of two kindreds. The leaders of the Haven are principally Sindar, "Grey-elves" of Teleri origin. Sinda Elves are considered less powerful than the High-elven Noldor, yet their talents and magical powers are awesome enough to mere Mortals. Of old they were numbered among the Three Kindreds of the Eldar who migrated from the East, although they did not cross the Sea, choosing to remain in Beleriand. With the downfall of that land at the end of the First Age, their survivors dispersed through the world, some coming south to found Edhellond.

The Sindar are dark-haired, with fair skin and grey or blue eyes. They are slender in build, and while slightly taller than common Men, they are often slightly smaller than the Dúnedain and/or the High-elven Noldor. Like all Elves, they are immune to disease or death from old age, although many die from wounds or due to grief. Others simply leave Endor when they weary of life in mortal lands. Crossing the Great Sea by the "bent path" to the Undying Lands of Aman in the West, they never return. The Elf-havens of Endor serve as their departure points, and the folk of Edhellond have witnessed the passing of many of their brethern.

Despite their immortality, the Sindar age in appearance over millenia, though many retain an "ageless" countenance, mingling features of old age and youth. The Sindar wear long tunics and flowing silken robes. Some of their garments appear a neutral grey, but these invariably blend in with any natural background.

Sindar provide Edhellond with most of its Shipwrights and Navigators, for the Grey-elves embody an enduring love of the Sea. They speak their own Sindarin tongue, but all know Westron as well, and many are familiar with the language of the Noldor and their Silvan Elf companions. Always literate, they use the Tengwar script. Their artistry with a brush — like their fine music, and enchanting crafts — is typically the best Edhellond offers. Many Sindar are also accomplished spell users, but they are cautious when displaying their full magical abilities.

The Silvan Elves

Silvan, or Avari, Elves make up the ranks of Edhellond's common folk. Relatively numerous, these Elves came south from Lórien and Mirkwood during the Second and early Third Ages, seeking adventure and fearing the rising power of the Shadow in their homelands.

Silvan Elves have a ruddy complexion, sandy brown hair, blue or green eyes, and a light build. They are shorter than the kindreds of the Eldar, but they are immortal and long retain their youthful appearance.

As their name suggests, the original Silvan lifestyle was based on the forest. Silvan Elves are hunters and gathers by nature, but those of Edhellond have adapted to their home near the Sea. All have taken to fishing as well as hunting, and the Elf-haven is renowned for its seafood. Since, the Silvan Folk do not care much for agriculture, the citizenry of Edhellond require much in the way of well-stocked hunting land and unfettered fishing waters.

Silvan Elves wear functional green and brown tunics and hose, appropriate for woodland camouflage. When at sea they adopt suitable garb of a greenish-blue hue. They speak their own Silvan dialects, but most mingle words with the Sindarin of their Lords. Relatively few know Westron, but those that venture into the Land of the Prince speak the Common Tongue quite well. Silvan Elves are not as proficient in the use of magic as the Sindar, but they are less restrained in displaying their powers, causing Men to regard them as perilous.

Elven Life

Many of Edhellond's Elves never marry, and while those that do may have several children, over eternity that's a small achievement. Elves are simply too independent to ascribe to the domestic ways of the Secondborn, and many avoid the responsibilities associated with raising a family. Ties of Elven kinship, however, are quite important and are reckoned with great care.

Elves are famous for their marvelous, magical feasts. Set in the cavern halls of their Haven or under the boughs of a woodland clearing, these gatherings are mysteriously lit and graced with an astounding wealth of excellent food — all of which seems to arrive without any apparent source. For a Mortal, an invitation to one of these affairs is both an honor and an adventure. It is also a delight, for even the meanest of Elven fare far surpasses mannish standards. One wafer of lembas, the Elven waybread, nourishes sojourners on a long day's journey, and Elven cordial can refresh the most chilled and tired traveller.

Worship

Both groups of Elves at Edhellond revere the Valar, and some of the eldest residents can claim to have seen the Powers during the First Age, when their fana still appeared in mortal lands. Nevertheless, Elves understand the purposes of the Valar from their own, imperfect view, and so they regard the mortality of Men as a doom rather than a gift. Few among the Firstborn realize how immortality has shaped their own characters: Elven lightheartedness and unwillingness to make commitments are responses to the burden of eternal life, of watching all else pass away while they live on unchanged. When an Elf finds himself too closely attached to things of the mortal world, the grief of continual loss becomes unbearable. Only ideals of beauty prove as ageless as their kind, and it is to these precepts that many Elves dedicate themselves.

Relations With Others

Elven relations with other peoples are always affected by their apparent "distance" from the mortal world. Of all peoples, the Elves are closest to the long-lived Dúnedain, but too close a relationship with an Elf must remind a Dúnadan of the immortality he desires but can never attain. Elves who marry Dúnedain must either forego their own immortality, or eventually leave their spouses.

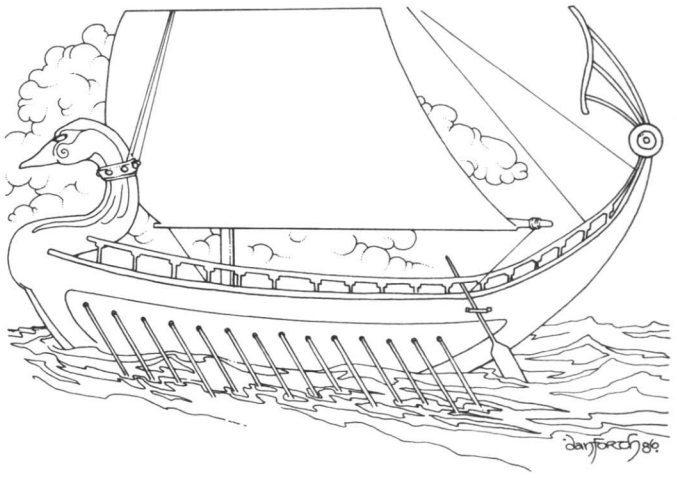
Other Men, and other races, fear Elves and their magic, and avoid them if possible. Eredrim rarely encounter the Firstborn, but when they do they look to the meeting with anxiety and suspicion. Their fear occasionally results in violence, particularly when the Mountain Folk are startled or feel cornered. (Of course the hostility between Dwarves and Elves, arising from ancient grievances and fed by the opposite characters of these races, is as eternal as the Elves themselves.)

Elven Ships

The ships of Edhellond serve as an integral part of the culture at the Haven. The Sindar are the best Elda shipwrights, and their vessels are said never to founder in heavy seas. The clinker construction of Elven ships was inspired by overlapping swan feathers, and all Elven vessels still display a swan figurehead. Some actually mimic the swan's graceful shape. A few of the Elven ships are brightly painted, but the planking of most is treated white or grey wood from the giant birches. Three designs predominate in Edhellond:

Celebrist (S. "Silver-cleaver"). The common Elven warship has a single mast with a square sail, and depends heavily on rowing power. Elven rowers display great endurance on long voyages, since they need only a few hours' rest. The rowers double as archers, and are so agile that they can fire steadily on a rolling sea. There are 15 of these ships at Edhellond.

Aearran (S. "Sea-wanderer"). This vessel is the favorite of the nomadic-minded Silvan Elves. It has both a square and a lateen sail, and it is capable of extraordinary speed in a good wind. It can be rowed slowly as well, if upstream travel is needed or the ship is becalmed. It carries a small cargo, for trading between Elven and Dúnadan communities. Edhellond has 12 of these vessels.



Swan-ship or Pelannun (S. "Sunset-rounder"). When Elves make their last journey into the West, their ship must be a masterwork, and this vessel fits the bill ideally. It has two square sails and one lateen sail, and high castles at either end. Shaped like a swan (more so than the other designs), it is often called a Swan-ship, and its wonderous design has heavily influenced the White-ship Wrights in Dol Amroth. A Pelannun can carry numerous passengers and possessions, and weather the worst storms of the Great Sea. Only three of these great ships are moored at Edhellond. (See 14.0 for statistics of ships.)

6.0 POLITICS AND POWER

Dor-en-Ernil is technically a province of Gondor, just like Lamedon or Lebennin; however, it enjoys much more independence and is treated in many ways more like one of the King's private Marches (i.e., Anórien or Ithilien). It is a unique region, for its Prince is accorded a special place in Gondorian affairs. Only the direct lines of the King and Steward of the South Kingdom enjoy a higher status.

6.1 GOVERNMENT

The Kingdom of Gondor is best described as an absolute monarchy, although it shares the features of both traditional feudal and constitutional structures. The King (S. "Aran;" pl. "Erain"), whose power is symbolized by the Winged Crown, embodies executive, legislative and judicial power. He conducts diplomacy, commands armies, confers titles, and decrees punishments. His power is only restricted by the unwritten obligation to uphold the traditional laws of the Kingdom, which can only be changed with the consent of the Crown Council. This august body includes the prominent nobles of the realm, and the Prince of Dor-en-Ernil is one of its most influential members.

King Romendacil I created the office of Steward (S. "Arandur"), and King Minardil made the office an exclusive privilege of descendants of his servant, Hurin of Emyn Arnen. This office is generally held by a wise man, advanced in years, who is prohibited from going to war in person or leaving the realm. He rules in the King's absence, and ensures continuity between reigns.

Unlike other provincial lords, the Prince (S. "Ernil;" pl. "Irníl") of Belfalas is regarded as an almost autonomous ruler. He pays an annual tribute to the King, and must send troops to the King's aid in wartime, but otherwise he rules as he sees fit, subject to the traditional laws of the Kingdom. The Prince's title is hereditary, passing to the eldest son, or if there are no sons, to the nearest male relative. The Prince's symbol of authority is the Sea Coronet, a mithril circlet set with pearls.

The Prince's Vassals

The Prince rules his domain from the Castle of Dol Amroth. He retains direct control over the Town and the peninsula, and appoints the Warden of Castle Amrûnaur, who supervises that fortress and the adjoining forest preserve. The rest of Dor-en-Ernil is held in fiefs by the lesser nobility of Belfalas and Dor-im-Nín (S. "Land Between the Waters") to the north. These vassal nobles must pay an annual tax to the Prince, and they must enforce his laws within their domains. If of military age, they also serve in the garrison of one of the castles for three months of every year. All of them join the Prince's army in wartime.

The Eredrim

The Eredrim of the Ered Tarthonion live in their disunited villages under the rule of their own respective Chieftains. Like the nobility, they remit an annual tribute, but their payments are made exclusively in kind. The Warden of Castle Amrûnaur, the Prince's representative in the high country, collects these taxes and records the remittances in the Warden's Book. Tribute is imposed by village units, due to the impossibility of taking any accurate census of the Eredrim. Otherwise, the Eredrim are largely left alone.

The Fief of Linhir

Linhir is part of the Prince's domain, but its Lord is directly appointed by the King. So, while the Lord of Linhir rules what was once the Prince's capital, and although he is the Prince's strongest vassal, he remains somewhat independent. The Lord's fief extends across the Gilrain into Lebennin, and the taxes from those lands, together with all the harbor duties, go directly to the King's Treasury. Even the Linhir Mint is under the King's watch, for the Coinmaster cannot produce currency without permission from the Mint at Minas Anor (Minas Tirith).

Linhir does provide a large portion of Dor-en-Ernil's army and fleet, however, and the Lord administers civil affairs on behalf of the Prince. His coinery produces most of the copper coins and some of the silver currency which bear the Prince's emblem, and the Lord's taxes account for a large portion of the revenue sent to Dol Amroth. Unfortunately for the House of Dol Amroth, however, this region lacks the political unity of Belfalas, a considerable handicap in wartime.

The Elves of Edhellond

Edhellond is a fully independent settlement ruled by its own Council. Composed of the Master Shipright and several other respected figures, this body decides both domestic and foreign policy for the Elf-haven. Their word is law, but the Elves who elect them are held together more by a shared sense of community than by any formal legislation. The Elves do not pay tribute to any other authority, and they co-exist with Gondor under an agreement of friendship signed by both the King and the Prince.

6.2 WARCRAFT IN DOR-EN-ERNIL

Dor-en-Ernil's warriors and sailors are among the finest in Endor. Aside from the King's Own Guard and the Royal Rangers, the warriors in the Prince's service are the most thoroughly-trained, best-equipped, and most loyal of any found in Gondor's host. The Prince's seamen, and those of the Elves of Edhellond, are virtually peerless.

This skill in warcraft speaks well of Dor-en-Ernil's society, but it also suggests the necessity of readiness in the face of threats from Umbar and Harad, as well as those which might arise in the highlands of the Prince's domain. The residents of the Land of the Prince are well-off, and they guard their wealth with considerable fervor.

6.21 THE PRINCE'S ARMY AND NAVY

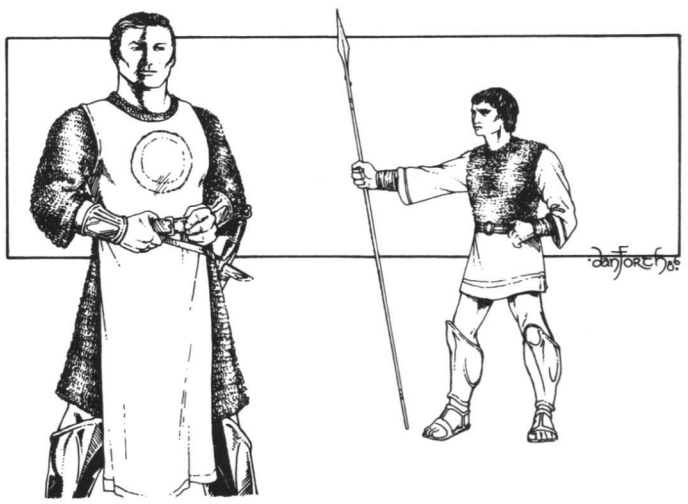
The Prince maintains small standing garrisons of Knights, Esquires, archers and men-at-arms in Dol Amroth, Castle Amrûnaur, and eight coastal towers which serve as watchposts against Corsair raids. His peacetime fleet includes a complement of four active coast patrol ships. These forces are augmented by his vassals' garrisons, which are sprinkled through the seven castles and fifteen tower-keeps that serve as the strongholds for the nobility of Dor-en-Ernil.

In wartime, the Prince's Army (S. "Dagarim Ernil") can muster between 8,000 and 10,000 warriors, some of whom man the fleet of eight war galleys and at least a dozen armed privateer vessels and transports (or merchantmen). The Lord's fleet at Linhir includes only two active coast patrol ships, but in wartime they are joined by three galleys and an equal number of armed merchantmen. (Should these vessels prove inadequate, the Prince can always turn for help to the large Royal Fleet based at Pelargir.)

Warriors

Several classes of warriors are found in this region.

1) Knights (S. "Requain;" sing "Roquen") are the finest horsemen in Gondor, an elite body of heavy cavalry. They serve under the Prince's command and are distinguished by the curving silver Swan crest on their helms. These noblemen wear chain hauberks or half-plate, carry normal shields, and are equipped with lances, long swords (S. "anket;" pl. "enkit") and short swords (S. "eket;" pl. "ikit"). They are trained to charge in close order on their huge grey warhorses, overwhelming all but the best-trained of enemy formations. Their horses, many of which are imported from Calenardhon (Rohan), are strong, dependable, and quite capable of performing exceptionally complex maneuvers.



2) Esquires (S. Ohtar) serve as Dor-en-Ernil's medium to heavy cavalry. Each Esquire serves a particular Knight and often aspires to be a Knight himself. They wear chain shirts and greaves, carry normal shields, and are armed with lances and short swords. Esquires can either follow the Knights they serve into the second rank of a charge, or they perform screening and reconnaissance missions.

The Knights and Esquires of Dor-en-Ernil are the most notable body of heavy cavalry in Gondor. The armies of Gondor depend on Northmen auxiliaries for most of their cavalry arm, maintaining only small forces of medium and heavy Dúnadan cavalry for screening and communications.

Both Knights and Esquires wear blue surcoats emblazoned with the Prince's silver Swan-ship emblem. They are organized into companies of 60-80 men under the command of the chief Knights (S. "Arequain"), the Bannerets.

3) Princes's Yeomen are a body of long-serving professional archers recruited principally from the hill country and inland river vales. These yeomen wear rigid leather breastplates and greaves, and are armed with yew longbows (the skill to make the steel composite longbows of Númenor having disappeared) and short swords. They may ride to battle, but they fight on foot.

4) Men-at-arms are veteran heavy infantry. They wear chain shirts and greaves and are equipped with a variety of weapons. In Belfalas, pikes and shortswords are favored, while further north warriors prefer longswords and bows. Officers wear chain mail suits or hauberks and are frequently mounted.

5) Militia are light infantry with some training but little real field experience. They wear leather breastplates and are equipped with inexpensive weapons such as spears and handaxes. They compose about two-thirds of the Prince's forces, a relatively small proportion when compared to the hosts of other provinces. These warriors are usually raised only for defense of their home territory, since their prolonged absence from home entails a disruption of the economy. Only an extreme emergency justifies their presence on an extended campaign.

Gondor's infantry is organized into companies, typically of 100 soldiers led by a Captain and 5 Sergeants, but ranging in size anywhere from 60-300 as needed. Several companies occasionally gather to form divisions of no fixed size, each commanded by a prominent lord (e.g., the Squire of Dol Amroth). These are typically regional groupings, but the pressures of battle often require more flexibility.

Infantry are trained for two principal battle formations. When the ground is level or favorable, the shield-wedge (Q. "Nernehta;" S. "Dirnaith") is used for a charge to split the enemy line. The shield-wall (Q. "Sandastan;" S. "Thangail") is used for defense, and is formed of two serried ranks which can be bent back at either end to form a circle, with spears and pole arms projecting all around, if outflanked.

Dúnadan troops carry two days' provisions, and a "need-wallet" containing waybread and a phial of cordial. Small horses — those considered unsuitable for riding by the tall Dúnedain — bear the bulk of provisions and baggage. Dúnadan infantry cover about 24 miles a day in full armor, and forced marches of up to 36 miles are startlingly common. The shorter and less strong Common Men of the Prince's militia move proportionately slower: 18 miles a day in armor, or 27 miles per day on a forced march.

Military Organization

The armies of Gondor are typically divided into five bodies: (1) a cavalry vanguard; (2) a center where the commander, his guards, the bulk of the infantry and the baggage train are located; (3) right and (4) left wings commanded by the general's chief subordinates; and (5) a rearguard. Before they array for battle, though, a Dúnadan commander takes care to study the composition of an opposing army, for the situation may demand a new formation. If the enemy is strong in cavalry, the Dúnedain always seek to deploy on high ground, since their predominantly infantry forces are vulnerable to a cavalry charge if caught on open plains.

Dúnadan generals are both practical field commanders and scholars of military theory. Their ability to coordinate the movements of several armies and fleets, and ensure supply far from home, gives Gondor a significant advantage over its less sophisticated foes — Easterlings, Southrons and Orcs. Although now on the strategic defensive, the armies of Gondor rarely lose a battle unless taken by surprise or seriously outnumbered. With a declining population, Gondor can ill afford a major defeat and the loss of a field army.

The Fleet

The Prince's sturdy war galleys are ideally designed for the often rough waters of the Bay. They come in a variety of forms, but each possesses one to three lateen (triangular-rigged) sails and makes good speed in a favorable wind. In battle, or with a poor wind, they depend on rowing power, occasionally dropping their mast(s) altogether. These ships carry a large complement of soldiers for boarding actions, and are equipped with ballistae. Seaborne warriors are drawn from trained Men-at-arms, while the rowers come from the militia. Lightly armed, they wear leather breastplates and wield heavy shortswords, falchions, or handaxes.

Coast patrol ships are moderately well built and very maneuverable. They have a detachable keel, composed of centerboards inserted through slots in the hull and sealed with gaskets. The keel is removed if the ship needs to manuever in coastal waters, especially near shoals. In keeping with local ship-building techniques, these ships sport a single lateen sail and move at a fair speed under sail or oar. They are not intended for fighting Corsair warships, but for intercepting smugglers. Rowers on these ships are armed like Sea-warriors, and trained to fight in the close quarters associated with boarding actions. (See Section 14.0 for statistics on ships and naval forces.)

The famous White-ships are vaguely bird-shaped vessels manned by sea-going esquires. Equally suited to the coastal waters or the high seas, they are the pride of the Prince. Their graceful, silvery accents and stunning white wood hulls belie their stout, clinker-built construction. They sail only in war or on special orders, and the deep blue lateen sails that adorn their tall masts generally signal the presence of the Prince or one of his close kin or vassals.

6.22 ELVEN MILITARY GROUPS

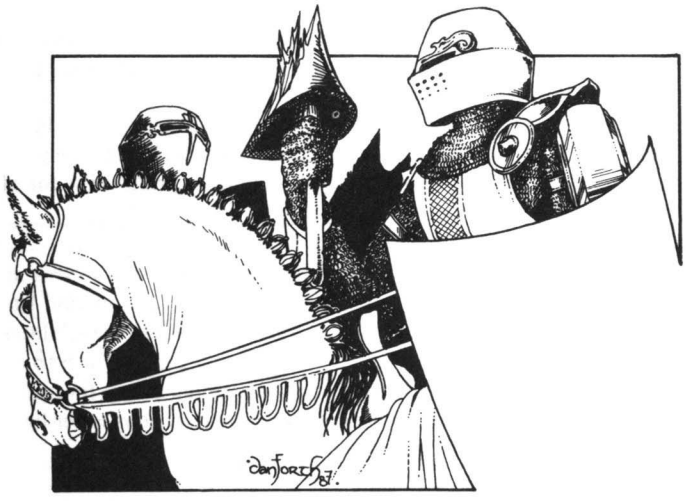
The Elven forces of Edhellond are not part of the armies of Gondor, although they might fight alongside them as allies. The Elfhaven's Guard is equally capable of fighting as heavy infantry on land or as rowing soldiers aboard ships. These troops wear lightweight chain hauberks and are armed with spears and either longbows (Sindar) or shortbows (Silvan). Elven sailors wear inlaid leather breastplates and carry falchions.

Elves comfortably move at a relaxed pace of 20-30 miles a day, since they need only a few hours' rest, and carry highly sustaining lembas and miruvor (the Elven cordial) for provisions. Elven troops are well trained and experienced, but in battle they sometimes get carried away with fury. Incredibly intense, they occasionally break ranks and recklessly charge, fighting until they fall or slaughter their foe. An enemy caught in the open may be swept away by this charge, but against an entrenched enemy the Elves are likely to come off worse.

6.23 EREDAN MILITARY GROUPS

The Eredrim (Dunlendings) of the Ered Tarthonion rarely serve in the Prince's forces, although some may sign on as mercenaries for foreign wars. Their warriors wear chain shirts, carry full shields, and are equipped with broadswords. Common folk wear leather breastplates and bear spears or slings. Eredrim forces move slower than the rate of other Men (12-20 miles per day), but they suffer no penalty for hills and only a half penalty for mountains.

Eredrim forces, unless trained by the Dúnedain, are poorly disciplined, preferring wild charges and single combats between champions. On the defensive, they tend to form a bodyguard around their Chieftain in battle, for his death requires the mortal sacrifice of his host. These warriors, while brave, also lack staying power, and after a few weeks in the field they encounter severe supply problems and substantial desertions.



6.3 LIFE AT THE COURT OF THE PRINCES

Court life at the Castle of Dol Amroth is a cycle of entertainments, hunts, and tourneys. Quests, battles against raiding Corsairs, and military expeditions in the King's service punctuate the Court's pleasures. While waves crash against the cliffs below, the Prince and his nobles feast, toasting one another's heroics with their bejewelled, golden goblets. Knights and their beauteous ladies dance in the Great Hall to the melodies of the finest harpers in Gondor. Heroes rise to propose quests to far lands, and challenge one another to joust at forthcoming tourneys, No wonder that even the other Dúnedain find the Prince's Court remarkably "Elvish."

Tournaments

Tourneys are the high point of the Castle's year. One is held each season, except Winter, and the preparations — which last weeks — occupy not only the Castle but the Town below. In the Lower Bailey of the Castle, a tapestried booth is raised for the Prince and his Lady, who judge the contest. Seats for spectators line the lists in tiers on either side, and pavilions for the Knights stand at either end of the field. Knights who enter the tourney are randomly matched for jousts, but may trade to satisfy challenges. Two Knights charge one another on either side of the lists three times; if neither is unhorsed by then, they dismount and do battle on foot, using weapons of choice. A chivalrous Knight will submit when he is at a clear disadvantage. In a particularly hopeless fight, the Prince will intervene, so as not to prolong the agony.

A tourney continues for days until a victor emerges. The champion is awarded 100 gold pieces, and receives a jewelled golden sword which he may keep until he is defeated in another tourney. Knights may also claim a "ransom" from defeated opponents, one quarter of the value of the opponent's arms and armor. Tourneys are not only popular entertainment, but an excellent means of allowing the Knights to gain peacetime experience in melee combat.

6.4 ALLIANCES AND CONFLICTS

Gondor is frequently at war with the peoples to the East and South. The South Kingdom's allies are few, leaving the King with a constant shortage of manpower. His Northman neighbors are generally friendly and often serve in Gondor's armies, but many have been known to join invading hordes. While the Elves of Edhellond never war on the Dúnedain, they normally mind their own affairs, preferring to interfere on behalf of the Gondorians only against longstanding common foes.

6.41 RELATIONS BETWEEN THE PRINCE AND THE EREDRIM

The Prince cannot count on the Eredrim in the same way he does the Elves. In fact, he takes comfort when the Hill-folk remain at home. The clans of the Ered Tarthonion do not resist the Prince openly, knowing that war against him would prove hopeless, but they consider their situation to be one of constant siege. Those who intrude into their lands and affairs invariably encounter some form of their wrath, even if it is little more than a hostile stare.

6.42 RELATIONS WITH UMBAR AND HARAD

Of all Gondor's enemies, none has proven more dangerous in recent years than the Corsairs of Umbar. Gondor and Umbar have been hostile ever since the end of the Kin-strife, when rebels made the great haven of Umbar their refuge. Periodically, the two nations negotiate a truce and resume trading contacts, but after a few years the truce is inevitably broken by Corsair Captains or Gondor's privateers. Umbar rarely attempts any major invasion of Gondor, since it cannot transport cavalry or large siege engines on its warships, but commerce and coastal raids by both sides are frequent. Gondor's armies are superior to the Corsairs and their Haradrim allies on land, however at sea the Corsair fleets retain the edge.

The Warships From Umbar

Umbar's principal warship is the dromon. Moderately well-built and square- or lateen-sailed, it can handle the waters of the Bay and make good speed under sail or oar. In major fleet actions, the dromons are rowed by often unreliable slaves; but smaller dromons, rowed by freemen, are used for coastal and commerce raiding. Since they lack a cargo capacity, the dromons are accompanied by small merchant vessles to carry their plunder. A normal raiding force will involve 2-4 raider dromons and 1-2 merchantmen.

Dromons have high castles for artillery and archery fire, and carry catapults. Their complements of soldiers are less than those on comparable ships from Gondor, so their captains prefer ramming to boarding tactics. By the Prince's estimates, Umbar normally maintains about a dozen large war dromons and 30 raider dromons. By stripping seamen from its merchant fleet and land garrisons, Umbar can easily put as many as 100 dromons to sea, although most will be of the smaller type.

Umbar also maintains about a dozen coast patrol ships to prevent smuggling and collect customs. These vessels are very maneuverable but weakly built and cannot venture far from the sheltered firth of Umbar.

In addition, Umbar's merchant fleet includes some two score large, privately-owned, square-sailed cogs. The property of Corsair lords and city merchants, these boats vary widely in quality and quantity. Their numbers are augmented by an even larger number of Haradrim trading vessels, ships which pay duties for the privilege of using the port. These ships carry small complements of soldiers.

Commerce in Times of Peace or Uneasy Truce

Commerce across the Bay of Belfalas perseveres in the face of almost constant sea-going warfare. During times of truce, the merchantmen of Umbar and other ports in Harad call at Dol Amroth and Linhir, and the ships of Dor-en-Ernil frequently weigh anchor in the harbors controlled by Corsairs. Some ignore the localized skirmishes and raiding that plagues the region in periods of unrest, and most turn to raiding with the outbreak of more general hostilities. Adventurous and ever-hungry for profit, these same Captains readily join plundering expeditions, making warfare in the Bar of Belfalas an often private affair. (Statistics for ships of Umbar are given in Section 14.0.)

7.0 THE ECONOMY

Trade is the foundation of Dol Amroth's prosperity. Without sharp-witted merchants and captains willing to brave the Great Sea, Dol Amroth Town would be little more than a bedroom for the Castle's serving-men. Goods flow into Dol Amroth from every corner of Middle-earth, and the local merchants wax rich in selling to nobles and townsfolk, or arranging for transport to larger markets.

Belfalas yields many products of its own: several varieties of salted fish and crustaceans, whale oil, finely woven cloth, high-quality arms and armor, and timber from the Ered Tarthonion. From the river valleys of northern Dor-en-Ernil, below the White Mountains, come grains, quarried granite and marble, iron ore, small quantities of precious metals such as copper and silver, and the rare black hardwood *lebethron*. The fertile pasturelands of the river valleys and foothills support herds of cattle, while the higher vales offer flocks of sheep. Two major industries of nearby Linhir are tanning and wool-carding. The islets off the coast spawn a small pearl-fishery that has enriched more than one poor seaman.

Imports from distant lands lend an exotic flavor to Dol Amroth's markets. All three of the major trading routes converging at Dol Amroth make use of the Sea or rivers during at least part of the journey, so the city's quays bustle with activity. Merchants prefer to transport goods by water whenever possible, as good roads are few and far between, and the expenses of overland commerce — cartage, armed guards and tolls — often doom an otherwise profitable enterprise.

Trade With the North

Each year in the Spring, merchant vessels sail north to the Grey Havens, or up the Gwathló to Tharbad, to trade with the Dwarves of the Ered Luin (S. "Blue Mountains") and the folk of Eriador. If they survive the rigors of the Great Sea and the predatory Corsair galleys roaming the Bay of Belfalas, these vessels return before the onset of late Autumn's storms with cargos of furs, amber, Dwarf-smelted iron and tin, and even a few kegs of excellent beer from the Halfling settlements along the Baranduin.

In former times, the stone-paved North-South Road carried most of the commerce between Gondor and Eriador, but since the Plague the Road has fallen into disrepair in Endewaith and Minhiriath. Wild Hillmen from the foothills of the Misty Mountains raid the limited traffic along the route, forcing merchants to travel in caravans for protection. This delays shipments and drives the price of overland transport even higher.

Trade to the East

Goods from Rhovanion and Rhûn pass through the lower Anduin valley, the heartland of Gondor, and those bound for points to the west invariably find their way through Linhir or Dol Amroth. Trade in powerful warhorses raised by the Northmen, mithril mined in Moria, and the exquisite vintages of Dorwinion provide rich profits. Domestic Gondorian commerce is even richer. Out of the cities of the Anduin, center of Dúnadan civilization, come illuminated books and scrolls, glassware, glazed pottery and porcelain, and the finest jewelry that Men can contrive. Vinyards in Ithilien offer domestic wines, for folk who cannot afford the rare imports.

Trade With the South

An uneasy truce between Gondor and Umbar opens another valuable avenue of trade, providing the merchants of Dor-en-Ernil with goods brought by the caravans of the Haradrim and Corsair traders from the little-known southern lands. Ivory of the legendary Mûmak, pepper, other rare spices, and silk all command a high price in Dol Amroth. During wartime, this flow slows, but it never stops. Smugglers (see Section 8.6) slip into rocky coves along Belfalas by night, or deal with unscrupulous town officials in Linhir. The price, however, increases several times over, becoming prohibitive for all but the greater nobility.

Trade With the Elves of Edhellond

The Elves of Edhellond stand somewhat aloof from all this activity. They take little interest in trading as an occupation, and find most goods sold by Men too "tacky" for their aesthetic sensibilities. Occasionally, though, a few Elves will come to Dol Amroth to acquire items they cannot produce themselves, exchanging a few pieces of beautiful jewelry, gems which glow with a mysterious inner light, Elven silk, and minor magical items.

Fairs

Once weekly, Dol Amroth hosts a market day, bringing farmers and merchants from all Belfalas and nearby lands. Like those in Linhir — but larger — market days breathe life into every quarter of the city. Everything is open and the streets fill with folk eager for a bargain. But the truly fabulous events in the Town's commercial life are reserved for the biannual Great Fairs, which are sponsored by the Prince.

The Green Fair is held in the last week of Lothron (May), when all nature is in blossom. The Windy Fair is held in the first week of Narbeleth (October) as the first cool gusts of northerly winds (presaging Winter) whip across the city. Each Fair lasts a full week, and during that time the Town's population grows by half. The whole of the Town is overrun with revellers and traders. Bargains of all sorts abound — here proud horses of Rhovanion, there armorers and weaponsmiths displaying their wares. Not infrequently wanderers from as far as the shores of the Sea of Rhûn or Harad come offering treasures of dubious origin. Travellers swap news and barely plausible tales of their adventures, while merchants strike deals at every corner. It is an invigorating time which offers a respite from the worst misfortunes, as well as a taste of the most faraway climes imaginable.

Currency

All this commerce has flourished hand-in-hand with a money-based economy. Coin, not barter, rules trade in the Land of the Prince. There are exceptions, of course, for in the upper river vales near the White Mountains barter still plays as large a role as transactions in currency, and among the semi-barbaric mountain folk of the Ered Tarthonion coins are a rare commodity used to make jewelry; but most everywhere else men trade with currency. In the coastal towns of Dol Amroth and Linhir — apart from a few specialized activities such as horse-trading — only a peasant or pauper would have the audacity to suggest a deal in kind.

Dol Amroth is home to a regularly operating mint, while Linhir's modest coinery produces an occasional offering of copper or silver. These mints make the Prince's domain a potent economic force, for coin production is a rare and highly-prized industry. Few other mints operate in northwestern Endor. (Minas Anor, Moria, Fornost Erain, Pelargir, and Umbar are the only other centers yielding significant numbers.)

CURRENCY TABLE

Mint	Dol Amroth**	Minas Anor	Fornost Erain	Moria	Umbar
Obverse Image	Prince of Dol Amroth	King of Gondor	King of Arthedain	King of Durin's Folk	*
Reverse Emblem	Swan Ship	White Tree	Seven Stars	Durin's Hammer and Anvil	Serpent prowed war galley
Language	Sindarin	Sindarin	Sindarin	Sindarin	Adûnaic
Lettering	Tengwar	Tengwar	Tengwar	Angerthas Moria	Tengwar
Issues	C,B,S, some G	C,B,S, G, some M	T,C,B, S, some G	C,B,S, G,M	C,B,S, some E

Issue Codes: M = mithril; G = gold; E = electrum (gold-silver alloy); S = silver; B = bronze (copper alloy); C = copper; T = tin.

Tin is more readily available than copper in Arthedain, so the mint at Fornost Erain sometimes substitutes tin coins. 1 copper = 2 tin.

To conserve gold, which must be imported, Umbar mints electrum coins. 1 gold = 2 electrum.

* Except for the period between T.A. 933-1448, when Gondor's empire was at its height, Umbar has been an independent city-state ruled by an oligarchy of Lord-captains. Before 933, the Black Númenóreans who controlled Umbar engraved the image of Ar-Pharazôn, last King of Númenor, on their currency, as they still owed a fictitious allegiance to the extinct dynasty. Since 1448, the ruling oligarchy descended from rebel Gondorians has used the image of Castamir, last rightful King of Gondor in their view.

** Linhir's Mint is an arm of the Prince's Mint at Dol Amroth, producing supplemental copper and silver coinage. Its Coinmaster, however, is appointed by the King (or Steward), and any coins produced in Linhir are manufactured only with the leave of the Royal House.

Coinage Standards

Gondor operates on a silver standard, with lesser valued denominations of bronze and copper. Gold coins are also used, but their value is too high for most day-to-day transactions. Only a few commemorative gold coins, for events such as coronations, come out of the Prince's mint. Most Gondorian gold is minted under the King's authority in Minas Anor. Mithril coins exist, but are generally hoarded in the treasuries of great lords. (The King holds the exclusive right to mint mithril in Gondor.)

Exchange Rates

Gondor's exchange rates are as follows:

1 mithril piece (mp) = 10 gold
1 gold piece (gp) = 20 silver
1 silver piece (sp) = 10 bronze
1 bronze piece (bp) = 5 copper pieces (cp)

NOTE: *Gondor's economic importance is so great that neighboring nations typically follow its exchange rates. In distant nations exchange rates may vary, depending on the relative availability of particular metals.*

Craftsmanship in Coinage

Although the Prince's mint is not the largest in Endor, it is distinguished by the superb artistry of its issues, and it enjoys a reputation for uniform purity in metal content. Dishonest moneychangers in Umbar, for instance, forge the Prince's coinage more often than any other. Truly, imitation is the sincerest form of flattery.

The obverse of a Dol Amroth coin always bears the reigning Prince's image, with his name and title inscribed about the rim. His emblem, the Swan-ship, appears on the reverse side, together with the mint location and date of issue (set about the rim). The name of the issuing Treasurer is placed beneath the emblem. Dol Amroth's Coinmasters use the official Sindarin language, so the lettering is Tengwar. Other coins that find their way to Dol Amroth follow similar patterns. A chart of their characteristics, for the benefit of the Middle-earth numismatist, follows.

NOTE: *Beware of debased coins and forgeries! Not all rulers are as honest as the Princes, and some have been known to mix baser metals into their coins in order to increase the quantities issued. This helps them finance wars or other extravagant outlays. In Gondor, Narmacil I became so notorious for this practice that when the silver veneer wore off the high points on his image, cynics promptly dubbed him "King Tinnoggin." Such coins command proportionately lower values from moneychangers, and experienced merchants know which coins are probably debased. As for counterfeits, the gold-plated lead piece is a perennial favorite. Penalties for passing bogus coins of the realm, even unwittingly, are stiff, and the only defense is to lead officials to the original source. The services of a moneychanger and his scales can avert much grief.*

8.0 ORGANIZATIONS AND GROUPS

A civilized society, Dor-en-Ernil is home to a host of social classes and notable organizations and groups. They add color and character to the social drama of the region.

8.1 NOBILITY

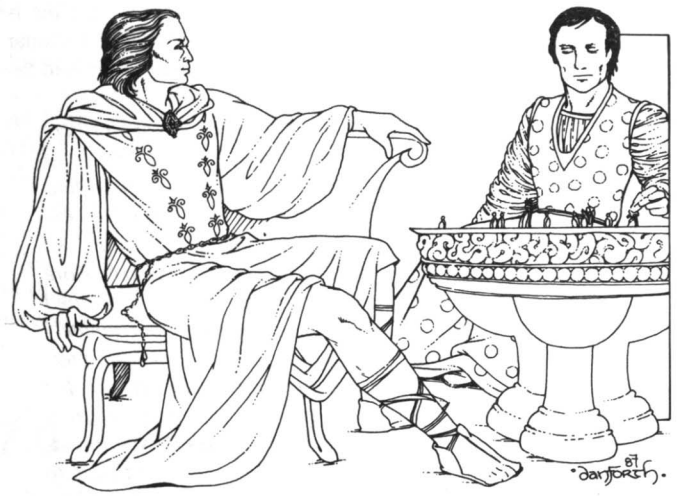
Dúnadan noblemen live as a small hereditary aristocracy, and tend to look unfavorably on marriages outside their caste. A few great warriors may receive Knighthood as a reward for meritorious action and so join the nobility, but this is uncommon. Noblemen are proud of their ancient lineage. Those families who can trace their lineage back to Lords of Númenor are most honored. They prize the traditions of Westernesse, and young noble esquires in training for Knighthood learn not only the use of arms but also the old customs and courtesies. A Knight is expected to support himself from his lands and questing; if he must turn to trade, he is dishonored and may lose his rank.

Generally, nobles own manors in the countryside from which they draw revenues. Those that do not are few, and most are Knights permanently attached to the garrison of a fortress. These men are termed "household Knights", and enjoy a generous stipend from the Prince as a substitute for lands. (See Section 13.0 for a description of a typical manor.) Many of the wealthier nobles also maintain mansions in Dol Amroth Town, where they live for much of the year, leaving their estates under the care of a bailiff.

A town manse will have three to five stories and extensive cellars. Its main hall and wings form an enclosed court, with the family name inscribed on the gateway arch. Fine dressed stone is used for walls, and curved tiles for the roof. Mosaic patterns decorate the floors. These homes generally have running water, and a combination of chimneys and steam pipes for heating. Their windows contain glass panels and are protected by wooden shutters.

8.2 MERCHANTS

The merchants of Dol Amroth and Linhir are prosperous figures, and are often appointed to important posts in town government. In merchant families, the elder patriarch remains at home in the countinghouse supervising business affairs, while his sons sail on trading expeditions and endure the hardships of travel, learning their profession. Widows frequently take over their husbands' businesses, and commonly prove themselves no less canny than the men.



Merchant homes may be as grand as the nobles' manses, but are more often simpler stone buildings, rectangular, with three or even four stories and a pointed roof. Business is conducted on the first floor, while the family lives on the second and third stories. Servants have their quarters in the attic. Chimneys provide heat, and water is stored in cisterns.

Two merchant ship designs are found in southern Gondor. The basic merchant cog is single-masted, with a square sail. Its clinker-built construction, adopted from the Elves, enables it to ride out the storms of the Great Sea. It is a fair sailer capable of carrying a small complement of soldiers. The much larger transport cog is designed for holding bulky cargoes, and is often commissioned to carry military expeditions. It can carry a large complement of soldiers, and is armed with catapults for self-defense. Because it is unmaneuverable and rather slow, it serves as a stable artillery and archery platform in most naval actions. It has two masts, both with square sails.

About a score of merchant cogs and a half-dozen of the larger transport cogs berth at Dol Amroth's Middle or New Ports. Linhir is home to about a dozen merchant cogs. (See Section 14.0 for statistics for these merchant vessels.)

8.3 GUILDS

Most skilled artisans in Dol Amroth and Linhir are organized into craft guilds. Guilds regulate prices, impose quality standards, maintain rules or entry into professions, and provide for widows and children of disabled or deceased members.

An aspiring craftsman must advance through three stages. The Apprentice is a youth who is learning the trade from a Master, and receives room and board in return for his work in the shop. Apprenticeship may last from 4-12 years, depending on the skill required to learn the craft. Five years is typical. The Weaponsmiths' Guild requires a minimum of ten, and its members learn to craft arms of mithril (+20). After graduating from his apprenticeship, the craftsman becomes a Journeyman. He then works for a Master at a regular wage until he can save enough to open a shop of his own. Only Masters can conduct business on their own.

Artisans' shops are ordinarily small because the Master lives above his shop with his family and Apprentices. Some prosperous Masters maintain a large staff of several Journeymen and Apprentices, and can afford a separate home, but most are not so lucky. This is especially true in Dol Amroth, where rents are high. Shops associated with a particular craft often cluster together in a single street or neighborhood which is named for their given profession. Shop signs illustrate the owner's craft or wares for the benefit of the illiterate — a sword for a weaponsmith, a boot for a shoemaker.

The wealthier guilds own ornate guildhalls (S. "Rynd Curhyth") where they hold their meetings and feasts. In Dol Amroth, the guilds of the White-ship Wrights and Weaponsmiths are the richest, while in Linhir that place is held by the Guild of Tanners (really, the Thieves' Guild is wealthiest, but it is not mentioned in polite company). In both towns, the Shipwrights' Guild also figures prominently in commercial and civic affairs.

8.4 MASTERS OF POWER

Men in Gondor are suspicious of most users of power, thinking magic less noble than the mastery of arms. Nonetheless, Alchemists and Astrologers prosper, and few doubt the value of Seers and Healers. Other forms of power are less socially acceptable, and must be exercised with caution.

Users of power have no formal guilds in Dol Amroth or Linhir, although an informal apprenticeship system exists. A noble father who sees that his son lacks the strength to be a fighter may entrust him to a practitioner of some respectable arcane art, paying for the expensive training. A few Mages offer apprenticeships, which are free to youths who obviously have great potential. In Gondor, the Dark Arts are banned, and any who practice forms of evil magic will be exiled or executed.

Elves are the premier users of power in Middle-earth. They possess a natural talent for arts that Men can only master through long years of study. The kindreds of the Eldar are careful in displaying their full power, but the less wise Silvan Elves of Edhellond occasionally cast spells for seemingly frivolous purposes.

Those who become great Lords by the use of power survive by learning restraint. Sauron has not yet revealed himself, but he brooks no rivalry, and among Mages terrible tales are heard of those who met black-cloaked shadows and were seen no more. On the other side, the Istari and the Eldarin Lords are no less active in identifying and rendering powerless dark Mages who dare to operate outside Sauron's protection. After all, that foolish-looking old man in the battered hat may be more than he seems....

8.5 PRIVATEERS

The Princes of Dol Amroth never rely on passive defense, so they often take the war against the Corsairs onto the enemy's home ground, the sea. At any given time, anywhere from four to eight privateer Captains are authorized to raid the shipping and coastlands of Umbar. These Captains must finance their own vessels and crews and give a tenth of their profits to the Prince; but their rewards are rich. In return for their investment, they receive sealed letters from the Prince immunizing them from seizure by Gondor's warships. They are also guaranteed safe haven in Dol Amroth, where they have an opportunity to dispose of their booty legally.

In the event of open war, such as after a major Corsair invasion, the Prince usually requests that privateers join his fleet, but he takes care to permit these Captains some leeway. Privateers are valuable allies, particularly in times when formal warfare is not an option. Those Privateers who enter the Prince's navy do so willingly because he pays them a good stipend for such service.

The Privateer Routine

Up to three Privateer vessels weigh anchor in Dol Amroth at any given time, refitting and signing on new crew members. Most recruiting is done on the docks, or in inns or taverns. Crewmen receive a minimal salary, rations and part of the booty. Although the Captain and officers take the lion's share (the exact figures are agreed on before setting out), ordinary crewmen do well for themselves on a successful voyage.

Privateer ships cruise the sealanes for two or three months, and several Privateers may join for an attack on a large convoy. Selective raiding is of paramount importance, though, since the waters of the Bay of Belfalas frequently bristle with warships. Privateers are careful not to sail close to the firth of Umbar, since they are not up to the task of battling the entire Corsair warfleet.

Privateer Ships and Tactics

There are no truly standard Privateer vessels, although some are more common than others. On the open sea, the most prevalent designs include: (1) two-masted, lateen-rigged dromons; (2) one-masted, lateen-rigged raiders; and (3) three-masted carracks which have high castles to fore and aft.

Carracks are more common in Belfalas than they are in Harondor, Harad, or Umbar. They are ideal for rugged, open seas. Combining sloop- and square-rigging, they are fast in a good wind, making excellent speed in the breezes of the bay. Their ability to sail close to the wind makes pursuers with conventional square rigging look foolish. They have no oar propulsion — oars have been sacrificed for cargo capacity — and are vulnerable when the wind drops. Designed to board merchantmen, they avoid oared war vessels and try to avoid shallow coastal waters. However, if a carrack must tangle with warships, it usually can rely on a ballista and an armored bow.

While less maneuverable than war galleys, the carrack is most formidable in a boarding action. They carry a large complement of soldiers, needing no space for rowers, and all their free-handed sailors are trained to fight. From their high castles, archers sweep the decks of enemy vessels, raining missiles on their foes while grappling hooks snare the opposing ships. (See Section 14.0 for the statistics of a privateer vessel.)

Privateers using dromons or raiders employ both oars and sails, enabling them to move effectively in poor winds or close quarters. These ships prey on vessels all over the bay, although raider captains prefer to attack in coastal water. Their oarsmen are warriors capable of leaping into a fray at a moment's notice. Smaller than either the carracks or dromons, raiders rely on surprise and maneuverability to overcome their foe. They confine their choices to smaller merchantmen.

The dromons use various tactics, for they share the features of both the carracks and the raiders. Their size permits them to board large ships and engage in missile duels, and their two to three banks of oars provide them fine maneuverability in light breezes. They also sport rams, which they commonly use to disable a foe. This tactic is often vital to their success, since dromons require rowers and cannot carry the large complement of warriors found on carracks.

Captured Prizes

Privateers count captured enemy merchantmen as prizes, boarding them with a small "prize crew." They send the ship back to port for resale after the cargo is transferred to the privateer. Important prisoners are held for ransom, while ordinary crewmen are stripped of armor and weapons and marooned on some deserted beach or island. Slaves are freed and offered the chance to join the Privateers. The victors scuttle damaged enemy warships, setting their crews adrift. If the captured include notorious raiders, however, "court" convenes, so that the convicted losers can be slain outright.

Privateer Captains are equal to Umbar's best, and often carry a high price on their heads from the Corsair Lords. Captains take pride when the reward for their neck increases. During peacetime, some privateer Captains carry cargo for merchants to make a living, but most are eager to get into action and many see little guilt in violating truces.

8.6 SMUGGLERS

"If it's illegal, there's gold in it." So runs a popular smuggler maxim, borne out by the conduct of these scoundrels. Smugglers are always trying to evade the customs duties imposed at Dol Amroth and Linhir, slipping their vessels into Belfalas' countless coves and the Serni estuary. Their favorite ship is the Haradrim trader, a small merchantman with a relatively shallow draft (see Section 14.0). During wartime they flourish, for with normal trade between Gondor and Umbar cut off, there is no way to obtain many desired goods except by paying the smugglers' exorbitant prices.

If caught by the coast patrols, smugglers pay a stiff fine, and their vessel and cargo are confiscated. Nonetheless, profits are always high enough to induce some to take the risk. The Prince counts some success in intercepting smugglers, but many local officials, particularly in Linhir, accept bribes and look the other way.

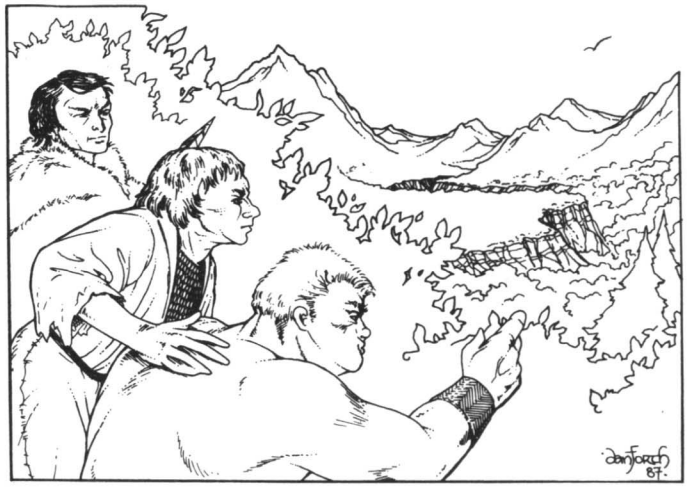
8.7 THIEVES

Dor-en-Ernil is a well-administered region, but it still has its share of thieves. With sheltered islands, isolated coves, and rugged highlands close to the main settlements and trade routes, it is virtually impossible for the Prince to rid his domain of criminals. The situation is different in the towns, though, for (with the exception of Linhir) the Prince's Men provide excellent protection for the larger centers of civilization. This is particularly true in the capital of Dol Amroth.

8.71 THE THIEVES OF DOL AMROTH

Thieves in Dol Amroth are few, and either careful, foolhardy, or scared. They have never succeeded in forming a Guild, for somehow the Prince's agents always manage to break up conspiracies before they get off the ground. Some thieves lurk in dark alleys in the Gate Town or poorer sections of the port districts, preying on the elderly, infirm, or drunk passersby, but these petty criminals rarely muster the nerve to rob one of the nobles' or merchants' mansions.

Although they generally operate in the nearby countryside or on the high seas, a major circle of thieves is based in Dol Amroth. Twelve skilled men and women — five highwaymen, three burglars, two forgers, a pilot, and an assassin — meet at dusk in the White Shoals tavern (see Section 11.36 at CL4) every three days. Led by Nimrilien, the disturbingly enticing consort of the Prince's younger brother Edhelmir, these thieves plot large, carefully-executed operations. Their profits are stored on a remote islet near Metrast (the southernmost point in Belfalas), or they are surreptitiously invested through Dol Amroth's Merchants' Exchange (see Section 11.33 at NP4).



8.72 THE THIEVES OF LINHIR

In Linhir, the thieves boast a better record. Profits from smuggling activites sustain the Guild, since the thieves offer smugglers a safe conduit to dispose of their goods. The Guild makes its headquarters at the tavern called the Odd House (see Section 13.12 at #28), and they hold gatherings at a decrepit-looking warehouse on the waterfront in the Port District. The warehouse's worn wood facade conceals a lavishly decorated subterranean chamber, one which incorporates an escape tunnel that exits through the basement of the Inn of the Broken Lute. Thieves of Linhir have secret channels of communication with their counterparts in Umbar, and each Guild regularly hides members of the other when things are "hot" at home. On any given day, Linhir's Guild contains 12-20 official members, along with a few rogues and fighters who serve as errand-runners or guards.

8.8 MOUNTAIN BANDITS

Small groups of bandits roam the Ered Tarthonion. They are a curious collection of riffraff. Many are Eredrim exiled from their villages for stealing; others are Dúnedain who have fled to the hills to escape punishment for desertion from the army. Others practice the Black Arts and a few are truly evil at heart, but most are greedy knaves looking to follow any leader who promises profit. The bandits prey on travellers passing through the Lamedon Gap or (more commonly) the Cirith Dunrandir, retreating to their strongholds in the region's numerous mountain caves. The Warden of Castle Amrûnaur sends regular patrols through the pass and mounts expeditions to root out these scum.

Eredrim who secretly worship the Dark Lord sometimes attack travellers in the Cirith Dunrandir in hope of obtaining human sacrifices. They take care to leave no witnesses, and usually make their acts look like the work of bandits.

8.9 SPIES

The constant conflict with the Men of Harad and Umbar produces a need for spies in Dor-en-Ernil. Aside from the Royal Fleet in Pelargir, the Prince's navy is the greatest threat to the Corsairs assailing the coast of Gondor and his Knights are considered to be among the best warriors in Gondor's army. It is only natural then, that this domain is a prime target for agents gathering information on behalf of the South Kingdom's southern enemies. (Other spies work for private concerns.)

Individual spies live in or visit many villages or towns in the Land of the Prince. Most stay near the coast, keeping an eye on the movements to and from the numerous strongholds or watchtowers that guard Belfalas. Others maintain a watch over the main roads. Without doubt, though, the largest and most dangerous group of these agents works out of Eldahil's Brewery in Dol Amroth (see 11.33 at NP2). These seven scouts work for the oligarchic Warlord Teldûmeir of Umbar.

9.0 PEOPLE OF NOTE

In keeping with the rest of ***Havens of Gondor***, the following character descriptions do not specify any particular dates. GMs should simply use them at any time, although the material regarding the Prince and his family may be inappropriate in certain situations. For instance, Imrahil is the Prince during the War of the Ring and at the outset of the Fourth Age.

THE LINES OF PRINCES

Only two lines of Dúnadan lords have ruled Dor-en-Ernil. The House of Lond Ernil, the First House, founded the Land of the Prince and later built what became Dol Amroth. Upon their end in T.A. 2004, the Second House received the fief. They renamed Lond Ernil and became known as the House of Dol Amroth.

The most famous of the Princes include:

THE HOUSE OF LOND ERNIL

Edhellion — Faithful Númenórean who founded Dor-en-Ernil. He settled in eastern Belfalas in S.A. 3312 and became Prince circa S.A. 3400.

Adrahil I — Captain of the Left Wing of the Gondorian army when King Ondoher was vanquished by the Wainriders at the Battle of Dagorlad (T.A. 1944).

Edhrahil — Grandson of Adrahil I, Edhrahil was slain by the Witch-king in single combat before the gates of Minas Morgul (T.A. 2004). His death marked the end of the First House.

THE HOUSE OF DOL AMROTH

Galador — (ruled T.A. 2004-2129) Son of the Dúnadan lord Imrazôr ("the Númenórean") and the Elf-maiden Mithellas (companion of Nimrodel), he was the first of the Second House.

Angelimar — Father of Adrahil II and grandfather of Imrahil.

Adrahil II — Father of Imrahil and twentieth Prince in the second line. His daughter Finduilas married the Steward Denethor II of Gondor in T.A. 2950. She gave birth to two sons, Boromir (2978-3019) and Faramir (2983-F.A. 82), but died (quite young) in 2988.

Imrahil — Prince during the War of the Ring, he briefly ruled Gondor during the illness of the Steward Faramir. He led part of the Gondorian army in the battles of Pelennor Fields and Morannon, and his reign extended into the early Fourth Age. His daughter Lothíriel married King Éomer of Rohan in T.A. 3020.

9.1 CHARACTERS FROM DOL AMROTH

The following characters reside in Dol Amroth or maintain second homes in the city.

Prince Celdrahil

Prince Celdrahil is a multifaceted fellow, and even those who know him best are often surprised by the ease with which he changes roles. As ruler of the fiefdom of Dor-en-Ernil, he is stern but always just, and he attends to his responsibilities diligently. As a central figure in the social life of the Court, he enjoys all its pleasures to the fullest, presiding over feasts, hunts and tourneys. As one of King Tarondor's chief advisers and military commanders, he frequently prods the conservative Crown Council to adopt bold plans and take the offensive against enemies.

Celdrahil admires adventurers and explorers, often financing their enterprises for a share of the return. He pursues a tolerant policy toward the Eredrim of the Ered Tarthonion, and is invariably on good terms with the Elves of Edhellond. Corsairs and Haradrim, on the other hand, make him uncomfortable, and he has many bitter enemies in Umbar. Celdrahil rules from the Castle of Dol Amroth, although he often removes the Court to the cooler atmosphere of Castle Amrûnaur during the warm Summer months.

Celdrahil is tall and handsome, with layered black hair, sharp features, and glittering steel-grey eyes. A deep and powerful voice makes him a superb orator. Now in his early middle age, he came to power while quite young, when his father, Prince Arathil, died due to the Plague.

The Prince has a large family by Dúnadan standards. Celdrahil married the Lady Meriel over twenty years ago, and together they raised four children: a son and heir Edrahil; Edrahil's twin sister Merien; Celdrion (Nendur), their rebellious young son; and their young daughter Edhetariel. The Prince's younger brother Edhelmir and sisters Celdwen and Edheturiel also reside in the castle, along with their spouses and offspring.

Celdrahil's heraldic device, borne by all the Princes of Dor-en-Ernil, is a silver Swan-ship on a deep blue field.

Lady Meriel

Meriel, the Lady of Dol Amroth, possesses a strong power of foresight, and she enjoys the full confidence of her husband the Prince. Despite unstated opposition from some of the nobility, she regularly participates in all of Celdrahil's councils. She admires Elven culture, and encourages good relations with Edhellond. She lives with the Prince at Dol Amroth.

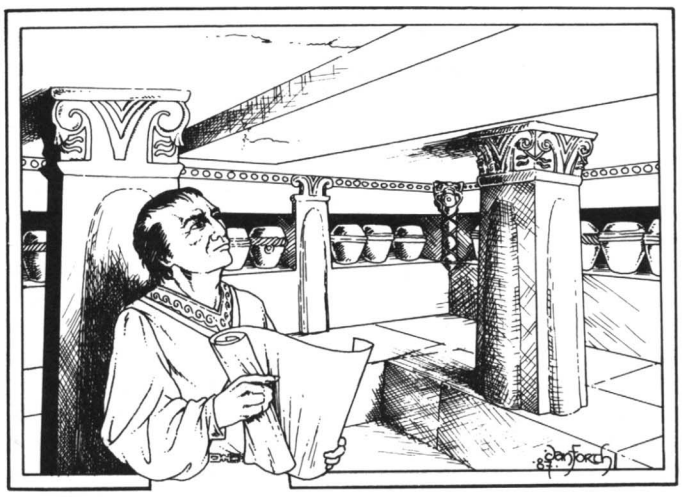
Meriel is the most beautiful woman of the Court. Her long, flowing dark hair and graceful figure lend her a marvelous Elven quality, and more than one Corsair seeks her as a prize. She is still in her prime, and comes from an old, respected Dúnadan family from the area east of Glanhir.

Haldarion, the High Warden

Haldarion is the High Warden of the Land of the Prince. The Warden of Castle Amrûnaur, he is the most powerful man in Dor-en-Ernil, save the Prince himself. The senior of the fief's three Wardens (the others being the Wardens of the Castle of Dol Amroth and Barad Gilrain in Dor-im-Nín), he is the caretaker of Belfalas, and governs Dor-en-Ernil whenever the Prince leaves his domain.

Haldarion handles this responsibility quite well. Competent and imbued with a well-balanced outlook, he was chosen for his post because of his special knowledge of Eredrim (and all Dunlending) culture and mountain warfare. Haldarion suspects that the Dark Religion is once again spreading among the Eredrim, although he has cautioned the Prince that his concern may be premature. Owing to his duties at Castle Amrûnaur, his official residence, the High Warden of Belfalas is rarely at Court.

Haldarion is physically impressive, standing over 6'6" with a strong, military bearing. He is in late middle age, and is married to Meriel's aunt.



Camlin, the Warden of the Castle

Camlin is the second of the domain's three Wardens. As Warden of the Castle, he is entrusted with guarding the Prince's capital and, in times of war, he leads the host of the City. Camlin's wife Ostiel is an Astrologer, so he decided a few years ago to leave his Castle quarters and move into town. Now, the Warden makes his home in a residential tower located in the Castle Quarter (see 11.37 at CQ3).

Camlin's Dúnadan blood is tainted by a remote tie to a Dunnish ancestor, meaning that he is probably barred from the position of High Warden, but his life is comfortable and he has already risen far higher than he ever expected. After all, his modest stature (5'10") and heavy build would normally preclude him from becoming a Lord in Dor-en-Ernil.

Camlin is exceptionally inciteful and rather witty. Well liked by the Castle Garrison and the Town Guard, he is an able leader and generous master. His gentle demeanor also helps him resist the pressures of the Court, like the overt jealousy displayed by Saerol whenever the Lord Counselor speaks of Ostiel. (Ironically, Camlin's tower, which is called the House of the Shining Mist, contains a tunnel which enters the castle under the Astrologer's Tower.)

Amondil, the Squire (Mayor)

Amondil is the master of Dol Amroth Town. As Squire of the City, he deals with municipal affairs such as tending the streets and docks, fighting fires and plagues, irradicating pestilence, and managing relations with guilds and associations. He is a careful fellow, given to details, and normally serves his Prince well.

Unfortunately, Amondil also maintains large land holdings, and he spends a good deal of time concentrating on his far-flung vineyards. His private affairs occasionally intrude upon his public duty, so in recent years his rivals in the Court (led by Nerumir and Adûkhor) have lobbied for his dismissal. Amondil is hardly oblivious to these maneuverings and, to date, has been able to stay ahead of the games.

Tall and slender, Amondil is a graceful figure of Dúnadan heritage. He, his wife Ringlódil, and their four children reside in the Castle Quarter, not far from Camlin. (See 11.37 at CQ1.)

Saerol, the Lord Counselor

The Prince's Lord Counselor is a famed Astrologer named Saerol, a man whose chief interests have always been mathematics and the lore of the heavens. Saerol was personally trained by the Wizard Curunir (Saruman the White), who recommended him to the Prince's father nearly a century ago. He has remained at the Court since. Unknown to most Court members, Saerol is one of the lesser (i.e., mortal) members of the Heren Istarion (Q. "Order of Wizards").

The Lord Counselor keeps his mentor Curunír well informed of events in southern Gondor. The Prince is fully aware of this role, and is pleased that his counselor plays such a significant part in the struggle against Darkness (at this time, Curunír is still rightly regarded by Men as the Chief of good wizards). In gratitude, Saruman occasionally rewards the Prince with various magical devices.

Saerol encourages the Prince to cultivate the friendship of the Eredrim chieftains. He counsels maintaining good relations with the Elves of Edhellond, but not relying on them, for his astrological studies have led him to predict that the Elves will abandon their haven during the next few centuries.

Saerol is a very respectable and dignified figure. He is elderly, with flowing white hair and a long beard, both unusual among the Dúnedain. His gold-rimmed spectacles and ornate walking staff enhance the peculiarity of his appearance.

The Lord Chancellor is unmarried and rather lonely, despite the fact that he has few enemies. Given to few faults, he is nevertheless hounded by his own poor sense of humor. Saerol makes his home in the Astrologer's tower (S. Barad Meneldur) in the Castle of Dol Amroth. His observatory occupies the upper floors of the structure, providing him with a fine view of the seaward sky.

Nerumir, the Castle Chamberlain

Nerumir, the Castle Chamberlain of Dol Amroth, is the Court's chief administrator. As of late, he has also become a major politician, manipulating much of the intrigue centered in the Castle. Nerumir is familiar with the ambitions, rivalries and secrets of the Court members, as most correspondence passes through the hands of his staff of scribes. He is even aware of Saerol's true role at the Court, although he is careful to conceal this fact. The Chamberlain never reveals the extent of his knowledge to anyone else, since his indiscretions would undoubtedly cost him his position.

Nerumir often acts as the Prince's ambassador, for his flexibility and mastery of acting make him a formidable diplomat. He interacts well with all the cultural groups in Dor-en-Ernil and, although Nerumir's deceptions may seem disturbing or even evil, they are means to an end. The Chamberlain has no affinity for the goals of Darkness, and he is content to devote his talents to the service of the Prince. Loyal but jealous of others, he lives at the Castle of Dol Amroth whenever he is not traveling.

Nerumir is rather short (5'8") for a Dúnadan. Greying, he is his in late middle age and has grown children (one of whom captains a White-ship). He is married to the (5th level) Seer Esgaliel. His tastes in clothing lean to the elaborate and expensive, but in keeping with his concern for opinion he never dresses gaudily.

Ceren, the Master Forester

Ceren holds the title of Master Forester. An excellent huntsman and gamekeeper, he loves the wild beauty of the Ered Tarthonion and enjoys the duties that compel him to be away from the Court. His principal residence is at Castle Amrûnaur.

Ceren's Dúnadan father died at the hands of a Corsair raiding party a few years ago. His mother, a Silvan Elf from Edhellond, then went over the Sea. Ceren is mortal, but ages slowly, and though he has served the Court for over two generations, he still appears youthful. His slightly Elvish features help conceal his long years of experience and labor on behalf of his beloved land, but they endear him to the Prince's Lady. Like his older brother Farandir, Ceren is unmarried — despite Meriel's unrelenting effort to find him a wife.

Farandir, the Chief Minstrel

Farandir is Dol Amroth's Chief Minstrel, the loremaster and historian of the Court. Drawn to the Sea, and the natural beauty and power of Dol Amroth's setting, he rarely leaves the coast and he is reluctant to journey far from his home at the Prince's Castle.

Farandir has a powerful and melodious voice. He appears even more Elvish and youthful than his younger brother Ceren and he uses his beauty to dally with the ladies of the City. Unmarried, he enjoys a reputation as a skilled lover. Farandir prefers Sindarin-style clothing, particularly robes of Elvish silk, and he always dresses impeccably. A friend of many, he is close to no one, save his brother. The Chief Minstrel and Ceren have a mystical sibling bond, and instinctively know when one needs the other's aid.

Dairos

As the best warrior of the Prince's High Knights (S. "Arequain"), the Banneret Dairos often wins the tourney's crown. He is a superb organizer of troops, and acts as Dor-en-Ernil's Captain-general whenever the Prince is absent from battle. Pragmatic and suspicious of strangers, Dairos is neutrally disposed toward the Elves and Eredrim.

Dairos maintains his powerful build despite his middle age. He is a well-mannered, chivalrous opponent, though never naïve. Married and exceptionally faithful to his wife Silmariel, he retreats to his ancestral Manor of Vairenna (near the sea due south of the City) whenever the opportunity arises.

Edrahil, Heir to the Prince

The heir of the realm, the Banneret Edrahil shows promise of becoming a great lord of arms. He is, however, rather impetuous, and his impatience with the mundane details of governing worries his mother Meriel. Edrahil is eager to best Dairos in a tourney, and the two have developed a friendly rivalry in battle. Respectful of the Elves, he is quick to note his Eldarin ancestry. His views regarding the Mountain Folk are less flattering, but he grudgingly tolerates the Eredrim.

Edrahil lives with his parents in the Castle of Dol Amroth. Unfortunately, however, his home life is sometimes stormy, for he quarrels with his jealous younger brother Celdrion.

Edrahil shares the fine visage of his father Celdrahil and, as he enters early adulthood unmarried, he is a very eligible and much sought-after bachelor.

Arûkhor

Arûkhor hails from an old and very conservative Dúnadan family. An exceptionally courteous Banneret, he dislikes change and insists on social formalities and precedence. His slight dislike of Elves is tempered by his caution and restraint, though he is never openly friendly with the Firstborn. Instead, he maintains ties with the Elves' Dwarven enemies.

Arûkhor is ambitious and aims to succeed Haldarion as High Warden. He labors hard to develop skill in mountain warfare in order to improve his chances. Arûkhor and the Banneret Marahil (see below) have a bitter rivalry, which is in part due to Marahil's open disdain for Arûkhor's ambitions.

His home is the ancestral Manor of Rosuldrië, on the eastern side of the Ered Tarthonion, due east of the Castle Amrûnaur.

Marados

A bold and impetuous leader, the Banneret Marados is a dashing Knight who is drawn to military glory. An avidly amorous fellow, he enjoys much of the attention provided by the ladies of the Court.

While he would never be chosen to command an army, Marados is the ideal candidate to lead a cavalry charge and pursuit. He strongly dislikes Eredrim and is not afraid to show his hostility. Marados resides at the Manor of Anglandrûn, along the southeastern coast of Belfalas.

Marados is in his prime and is, without doubt, the most handsome of the Bannerets. He is unmarried, and rumor has it that he cannot decide between his several mistresses.

Marahil (Ilgazâr)

Certainly, Marahil is the most unconventional of the Prince's Arequain. Given to spells of brooding, he is distant and intellectual. He is also less chivalrous than the other Bannerets, and is prone to relying on deception against a foe. Because of his cunning, the Prince entrusts him with missions requiring secrecy and surprise. Tales of his travels to Umbar inspire the Court, and in wartime he frequently leads raiders across the bay, where they ravage Harad's coastal fiefs.

Marahil's given name is Ilgazâr, an Adûnaic label in accordance with his Númenórean roots. Few know him by this name, for he carefully guards his private life. Only the Prince's daughter Edhatariel, for instance, knows of his interest in magical spells, a most unusual hobby for a professional warrior.

Marahil also conceals his love for the Lady Meriel. He regards these feelings as hopeless, so his loyalty to the Celdrahil remains intact; but if convinced that he could have the Lady's love, he might betray the Prince, so great is his passion. Otherwise, he is incorruptible, and neither promises of power or offerings of gold sway his commitment. The Haradrim discovered his resolve years ago, when he was captured at Vamag north of Umbar. Tortured for days before his escape, Marahil never broke. To this day he bears the scars that testify to his resolve.

Marahil considers Lord Arûkhor to be his principal rival in the Prince's Court. Confident of his superiority, he looks upon Arûkhor as a pompous fool, and relishes outmaneuvering him in the Prince's councils. When the two meet in tourneys, neither will submit while he has strength to stand. Marahil takes an even more disdainful attitude toward the "barbaric" Eredrim. It is hardly surprising, then, that his Manor of Bar Harest (Druxaldë) lies so far from the highlands. This beautiful, whitewashed home perches on the cliffs near Metrast, at the southernmost point of Belfalas.

Marahil's Dúnadan father brought his mother back to Belfalas when he returned from a quest in the East. His mother, a Dark Elf, gave him Silvan blood, but he still looks to Númenor as his family's ancestral home. He is mortal, but shows few signs of aging and appears in his prime, though in fact he is middle aged. Marahil's shoulder-length dark hair and long mustache give him a harsh, mannish appearance, while his piercing silvery eyes imbue him with a fire that effectively conceals his Elven blood. Only the Prince and Nerumir know his true parentage. Always secretive, Marahil avoids any prolonged contact with the Elves of Edhellond, who might recognize his ancestry.

Terieth, the Court Physician

Terieth, the Court Physician, is wise in ways of healing and herb lore. She serves Celdrahil as she does his father, providing the Castle residents with unsurpassed care. Her dislike of needless violence, however, has alienated many of the Bannerets, for she is critical of the Prince's tournaments and frequently has words with his more warlike Knights.

Terieth is an elderly widow who lost her husband in the recent Plague. She lives in the Castle's Keep.

9.2 CHARACTERS FROM LINHIR

Lord Argirion

Argirion, the Lord of Linhir, is a warrior of great ability. His training in Pelargir makes him a well-respected military commander, and the Prince relies on him to administer the second most important site in his domain. Argirion comes from an old Dúnadan family with a fine martial tradition, so his troops admire him, but he is less skilled at handling his civilian subordinates. His attempts to order them about like soldiers disturb his peers and create quiet unrest within the ranks of Linhir's small government. This may explain why, despite his personal honesty, Argirion has had little success at rooting out local corruption — or at stopping smuggling.

Argirion is a powerfully built, greying fellow of late middle age. He is married, and resides and rules from the Lord's Keep (see 13.12 at #30).

Arcambion

Arcambion, the Coinmaster of Linhir and Master of the Linhir Mint, is a royal appointee. As such, he is the King's representative. Though he owes allegiance to his assigned post and the Lord of the City, he retains his peculiar independence, thereby irritating Argirion.

If Argirion understood what his Coinmaster did, he would undoubtedly show even more signs of distress than he already exhibits. The jovial, middle-aged Arcambion is in league with Borathor, a powerful Corsair from Umbar. Together, the two plot various smuggling ventures in the region, and their union is responsible for more than one murder.

Argirion is of Dúnadan descent. He resides in a fine home (see 13.12 at #29), with his wife and two daughters, taking comfort in his hidden wealth and his supposed immunity from Corsair swords.

Uldros

Uldros is the brother of Eldanon Sarn, the innkeeper of the Burning Stone and a frequent patron of the tavern called the Odd House (see 13.12 at #28). The Guildmaster of the thieves of Linhir, Uldros is a master plotter who controls much of the larceny and smuggling in eastern Dor-en-Ernil. He is unforgiving when dealing with subordinates's mistakes, and occasionally displays a streak of cynical humor. Nothing delights him more than outwitting the Lord Argirion.

Uldros is thin and tanned, has long dark hair, and sports a scar which runs from his left ear down to his chin. Middle-aged, he wears expensive clothing and is fond of fine jewelry. His father was a Dúnadan merchant, and his mother was a lady from Harad brought back from a trading voyage. Unmarried, Uldros keeps two mistresses (Marwen and Simbiel), both of whom are very jealous of the other. He lives beneath the main home of the Thieves' Guild, a disguised waterfront warehouse in the Port District. He can be reached by leaving a message with his brother at the Odd House. Eldanon frequents the tavern, which is across the alley from his inn.

9.3 ELVES OF EDHELLOND

Tharúdan

The Master Shipwright of the Haven loves his trade almost as much as he prizes the sea itself. Always drawn to shipbuilding, he originally hailed from the Sinda community of Doriath, traveling to ancient Falas to learn his adopted art from the great Círdan. Because of his youth, he is courteous toward Men, but he is uncomfortable around High Elves (Noldor) and unfriendly to Dwarves.

Tharúdan appears elderly, with long white hair and glittering eyes. He was once married, but his wife wearied of Middle-earth and crossed into the West in the Second Age. Since then Tharûdan has devoted himself entirely to shipbuilding; however, when the last ship leaves Edhellond, he will be on it, sailing to rejoin his lost love.

Vasariel

Vasariel is a master of Water Magic. A female Sinda Elf, she aids Tharúdan in his labors. She is more friendly toward the Noldor than most Sindar, and knew Galadriel well when the great Lady dwelt at the Sea-ward Tower.

Vasariel is beautiful as only Elves can be, with fair skin and shining auburn hair. She appears in her prime.

Faleriod

Faleriod is a skillful Healer of Sinda lineage. Peaceful and reserved, he maintains an air of unyielding calm. Faleriod is handsome, and appears in early middle age. He has long been the consort of Vasariel.

Galandeor

Galandeor is the Sinda Captain of Edhellond's warfleet. An exceptional seaman and warrior, he is the rival of anyone who sails the waters of the Bay of Belfalas. Galandeor delights in contests of his skills, and tests his close Dúnadan friends in races off the west coast of the Prince's domain. His many adventures have carried him afar and, of all the Council members, he is most often absent from the Haven.

Galandeor has long dark hair and greenish-blue eyes. He appears to be in the prime of life, but is unmarried, and apparently unwilling to forsake his adventuring lifestyle.

Arophel

Arophel is the only Silvan Elf admitted to the Haven's Council, and he regards himself as the spokesman of the Edhellond's "common folk." He is more rustic in attitude and less sophisticated than the other Council members. Originally from southern Mirkwood, he came to Edhellond when the Shadow began to fall on his beloved Greenwood homeland. He still loves the woodlands and cherishes a close friendship with the Prince's Master Forester Ceren.

Arophel has brown hair and eyes, and his complexion is somewhat ruddy. Agile and youthful, he is a fine mate for his wife Wilwarindil.

10.0 OTHER INTERESTING FIGURES

Arcamcris

Arcamcris adopted the life of a Privateer when Corsairs raided his home village on the coast of Belfalas, murdering his wife and parents. Now, he is the boldest and most successful raider of his kind. He has plundered over a score of Umbar's merchant ships and even raided the Corsair Coasts. A hard man, although hardly cruel, he remembers his youth and lives for revenge.

Arcamcris is a popular hero in Belfalas, and seamen beg to join his crew in wartime. A fast friend of Marahil, who he calls "Ilgazâr," he enjoys the patronage of the powerful Banneret who is capable of interceding with the Prince. This relationship is vital to his trade, for Marahil is an important ally in unsteady times — especially when the Privateer commits an outrageous provocation against Umbar in violation of a treaty of truce.

In fact, the Prince secretly admires Arcamcris's cunning and courage. Arcamcris's ship, the "Ryhasso" (an Adûnaic name for the fabled Southern Mongoose), is even credited with the pursuit and slaying of a Sea-drake. His dashing exploits regularly excite the Prince's Court, and constant duels with the serpent vessels of Umbar have done much to bleed the strength of Dor-en-Ernil's worst enemy.

Haradrim call Arcamcris "Oru-raz," Golden Demon, and the Lords of Umbar have offered 5000 gold pieces to anyone taking Arcamcris's head. This is a princely price, but all those who have tried thus far have failed, many losing their own heads instead. When at port in Dol Amroth, Arcamcris often stays at the Turtle-fish (see 11.31 at WT8). His quiet visits always include a trip to the House of the Long Sunrise (see 11.32 at MP2), for he has a special love for the proprietress Crisduriel.

Arcamcris had a Dúnadan father and a Northman mother. He enjoys his father's height and long life, and his mother's flowing golden hair and blue eyes.

Khathog

Khathog, the Priest of Darkness, is thoroughly evil. A cruel and implacable enemy, he trained under the Witch-king and returned to the Ered Tarthonion in order to revive the Dark Worship among his kinfolk. He travels in isolated areas with his lesser priests and guards, sometimes leading rituals at the old sites of Sauronic worship. Of course, he never refers to his master by his true name, instead calling him the "Dark Prophet" or the "King of the World."

Since locals generally assumed that Sauron is dead, any Dúnedain or Elves hearing this term will think it refers to some more powerful evil cleric, or at worst one of the Nazgûl. Kathog, however, serves no "lesser beings." Still, the Black Priest is loyal to his own needs. While abjectly submissive to the Lord of the Rings, he covets his own realm and basks in his own "glorious rise." The Priest is also ruthlessly uncaring about his retainers, and he is willing to sacrifice any subordinate to protect himself. He acts cautiously, for if the Warden of Amrûnaur knew of his activities, he would be hunted down and executed.

Khathog is middle-aged and his short dark hair is streaked with grey. His eyes are deep-set, like black wells, enabling him to fix his servants with penetrating stares that make them cringe. He is stocky, with thick limbs, and can wrestle a bear to the ground (a feat which wins him much respect among Eredrim warriors). Unmarried, Khathog indiscriminately uses women from among his followers to satisfy his desires, being incapable of any real love. His origins are unclear, although he has Dunlending blood and speaks with the tone common to the Dunnish warrior class.

11.0 DOL AMROTH

Dol Amroth, the princely City of the White Ships, hugs the steep cliffs of the dramatic peninsula that forms the westernmost point in Belfalas. Its name dates from about T.A. 2004 and derives from the awesome monolith that shelters its deep harbor, a commanding height discovered by the Elf-lord Amroth. (Prior to that time it was called *Lond Ernil*.) Locals call this mighty rock the "Hill," out of deference to its unique character and noble heritage. Only about a day's ride south of the mouth of the river Morthond (where Edhellond stands), it protects one of the finest ports in Endor.

Dol Amroth is the chief city of the province of Dor-en-Ernil and great penninsula of Belfalas, and it is the largest Gondorian settlement west of Lebennin. Virtually all trade along the central coasts of the Stone-land reaches its quays. With a westward-facing harbor inlet, this fortified town serves as a haven for ships sailing south or eastward into Gondor, for its rock-lined anchorage is guarded from the rugged seas of the neighboring bay. Sailors on vessels hailing from Eriador and Lindon, as well as places in the far West, have long sought Dol Amroth's varied comforts, and the city's famous Seaward Tower stands as a beacon of safety and civilization for all who brave the stormy waves off this strategic promontory.

11.1 AN OVERVIEW OF THE CITY

Nestled beneath a magnificent castle, Dol Amroth accommodates 10,200 people, most of whom are of relatively pure Dúnadan blood. This well-endowed populous resides in three compact quarters connected by narrow, winding streets that climb through gates and tunnels carved out of the Hill's bluish granite. Each quarter occupies a leveled rock shelf, giving the city a tiered arrangement.

The City Defenses

Although Dol Amroth's builders enjoyed little room to work with, they constructed a forbidding array of defenses tailored to the precipitous contours of the site. The Prince's citadel occupies the central and western summits of the Hill, as well as the ridge between. Underground tunnels join the upper bailey with the huge Sea-ward Tower that rises from the spit of rock to the west of town. These mammoth fortifications protect the southern and western flanks of the city, while sea-walls and the town ramparts guard the northern and eastern approaches.

At least two stone curtains bar entry at any given point. Their deep foundations set in the solid rock of the Hill, these crenelated walls are frequently punctuated by superbly constructed round-towers, making any direct assault seem foolhardy. As if to emphasize the city's virtually impregnable character, turrets and bastions springing from the outermost spires of the beautiful blue-stone cliffs augment these imposing defenses.

Architecture

Because of the limited space, Dol Amroth's architecture is in keeping with the vertical nature of the town plan. Nearly every building is constructed of carefully fitted stone and most stand as high as seven stories. Many of the edifices abutting the Hill's face rise even higher, some reaching a hundred or more feet. Streets are often little more than covered walkways or wide stairs, since most of Dol Amroth's structures are joined, or nearly join, in the upper stories. Roof gardens and elevated courtyards, the latter often situated on the third to fifth floors, provide access to the sun's gentle rays.

Despite Dol Amroth's skyline of fortifications and unbroken stonework, however, there is a gentle, fanciful side to the town's visage. Trees and minute garden parks occupy odd nooks throughout the city, and playful fountains sit in some of the most inconspicuous of niches. Elaborate, brightly colored woodwork adorns even the most

practical of structures and steep tile or slate roofs with alternating rows of different hues lend the city an enchanted air. Intricately carved shutters, balconies, gables, and trim remind travellers of the local Elven heritage, just as the startling array of brilliant flags and signs provides the city with its well-deserved reputation for flavorful pageantry.

Visiting voyagers inevitably recall the great banners flapping above the towers that line the city and castle walls. Those flying from the fortress proclaim the symbol of the princely house — a white ship and three white seven-pointed stars on a field of deep blue — while the rich blue city flags sport a graceful white swan, suggesting the town's connection to the Elves of Edhellond.

11.2 THE CITY PLAN

Dol Amroth is divided into seven districts or, as the locals say, "Towns." Each of these quarters has some distinct quality, although the dividing points were chosen as matter of convenience and not because of social factors. Only the White Town surrounding the Cove of the White Ships shows any signs of being a truly unique settlement.

The stone culverts which carry water from the Hill's springs form demarcation lines between Dol Amroth's districts. Normally, modest streams flow through these white rock channels, but after a hard rain the calm rivulets become torrents. Neither the drains in center of the city's cobbled streets nor sewers cutting through the bedrock can handle the swells, so these waterways insure safety in the face of the area's frequent storms. Akin to moats, they also cordon the neighborhoods in times of war.

A description of the seven Towns follows.

The White Town

Surrounding the hallowed Cove of the White Ships, which serves as Dol Amroth's war-harbor, the White Town is the home of the city's naval warriors and their families. Many of the neighborhood businesses reflect the Town's particularized purpose, and most of the merchants involved in the consumer trade maintain very modest enterprises which cater to the nearby residents. The White Town is also the center of the local woodcraft, sailmaking, and armorer industries, as well as being the only place in town where a sea captain can find specialists such as cartographers and makers of precise navigational instruments.

The Middle Port

Dol Amroth's Middle Port is renowned for its ship-building and fishing industries. Here, wrights trained in the ancient Elven ship-making skills produce the finest sea-going vessels in all of Gondor. The art of constructing the famous White Ships (which are similar to the Elven Swan-ships) is still practiced in this quarter, and the secrets of the craft are jealously guarded by the senior (and smaller) of the two local ship-building guild — the Nimgírdain (S. "White-ship Wrights"). Even their brethren, the Gírdain (S. "Ship-wrights"), are barred from learning their peculiar techniques.

Aside from fisherman and shipwrights, the Middle Port houses a host related artisans. Sailmakers, coopers, smiths, carpenters, ropemakers, tanners, and pitchlayers all reside here and labor in the well-ventilated shops that line the streets near the quays. Unfortunately, these craftsmen produce a stunning array of harsh odors, and a still wind in the Middle Port inevitably results in a disarmingly pungent air.

The New Port

The New Port is Dol Amroth's only open harbor. Larger than either the White Town or the Middle Port, it accommodates wharfs serving visiting vessels and its wharehouses and markets are capable of handling the city's tremendous and varied volume of commerce. Inns and taverns stand alongside the district's many storehouses and trading halls, serving those who wish to avoid the rambunctiousness of the Gate Town or the high prices found in the Castle Quarter.

The Gate Town

The Gate Town is the easternmost and outermost quarter, lying on the low ridge saddle just inside the main landward entry through the city walls. It is the dirtiest and rowdiest neighborhood in Dol Amroth, although it is still better kept than the finer quarters found in most other cities. Inns, taverns, theaters, and markets line the Gate Town's busy streets.

While boisterous and colorful, traffic in the Gate Town is rarely threatening. There is little street crime, and that which persists is generally rather petty. Criminal groups often operate in this quarter, but they rarely act openly within the city itself. Instead, they prefer to carry their plans outside Dol Amroth.

The Old Town

The Old Town lays between the Gate Town and the Cliffs and overlooks the New Port. It is the oldest (save the White Town) and most varied of the city's districts, and it is here that the Squire (mayor) of Dol Amroth works.

The Cliffs

Above the Old Town and below the Castle Quarter is a large series of terraced buildings and winding streets. This area is known as the Cliffs, for here the steepness of the Hill provides little room for construction. While it is a generally residential neighborhood, the upper reaches cater to the castle garrison and contain numerous taverns and game halls.

The Castle Quarter (High Town)

The Castle Quarter or High Town is located on the upper flanks of the Hill, just under shadow of the Prince's fortress. A short causeway and a pair of drawbridges join this district to the castle's outer bailey, while four principal sets of stairs and an avenue unite the neighborhood with the Cliffs below. Most of Dol Amroth's wealthy residents and merchants make their homes here, alongside the fine inns and taverns that serve the visitors seeking audiences with the Prince.

11.3 LAYOUT OF THE CITY

A two page color city map of Dol Amroth is located at the center of this module. The following material refers to points located on the map. All of the sections are organized according to the appropriate city quarters, so a two-letter code is used to precede each reference number.

11.31 THE WHITE TOWN (WT1-WT9)

WT1. Inn of the Grey Moon. Built by the First Quay (reputedly the city's original wharf), the Inn of the Grey Moon is the favorite gathering place and lodging of visiting sea captains. Edheldur is the proprietor of the four-story structure. He resides in the rear of the second floor, along with his wife, a daughter, and three sons.

WT2. Guildhall of the White-ship Wrights. The meeting hall of the respected but secretive High Guild, this stout, granite building remains a mystery to virtually everyone else. It supposedly has three basement levels, making it a seven-level structure.

WT3. Guildhall of Metalworkers. The Armorers Guild and the Smiths Guild both meet here, sometimes separately and often together.

WT4. Guildhall of Sailmakers. Although small in number, the sailmakers wield a considerable amount of power. They jealously guard the status quo.

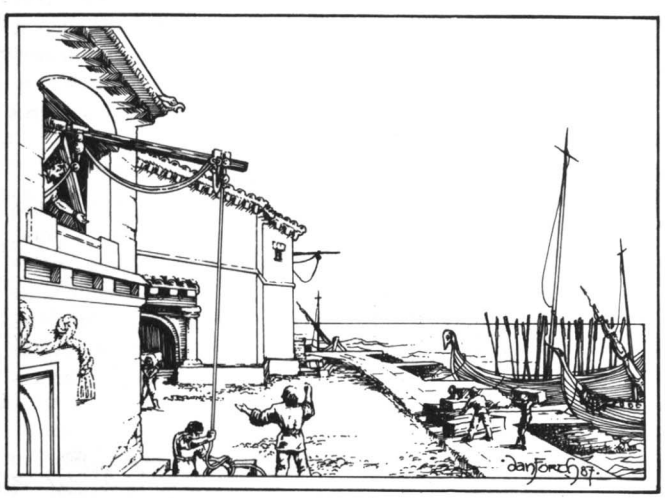
WT5. Guildhall of Guides. The Guides (S. "Yrybedain") are essentially skilled sea-going navigators. Those who do not know the local waters well are foolish to sail without aid of one of these trustworthy seamen.

WT6. Halls of the Sea-warriors. These chambers house the barracks of the city's unmarried Sea-warriors (S. "Ohtaraeardain").

WT7. House of Tarminion Spá. The old Alchemist Tarminion Spá is descended from a Black Númenórean family. He knows much of Umbar, and still advises the Prince about customs and war-craft in Harad.

WT8. The Turtle-fish. Built of varnished black Drel-wood and topped with a greening copper roof, this magnificent and unique tavern was reputedly renamed The Turtle-fish (S. "E Fastitocalon") after its first owner returned from a sea-voyage to the Drel (in the Farthest South). He claimed that one of the ships in his flotilla was destroyed by a giant Sea-turtle while on his return passage. The present owner, Cambragion, is the first owner's greatgrandson. He and his twin sister Cambragiel run the three-story establishment, which is renowned for the house ales served in the two-story main tavern. Hot baths are provided in the taverns two private rooms, which are both located in the turret-wing. The proprietors' families reside next door.

WT9. The Lost Elf. Asdur and his daughter Asduriel maintain this three-story inn, which has a modest but exceptional tavern. Members of the White-ship Wrights Guild often gather here, and visiting friends of the guild stay in the inn's seven superb private rooms.



11.32 THE MIDDLE PORT (MP1-MP6)

MP1. Guildhall of the Shipwrights. The Shipwrights Guildhall (S. "Rondocorhoth C îrdain") is the largest and most opulent of Dol Amroth's many artisans' halls. It has a main chamber, as well as smaller meeting rooms for the various associations within the guild.

MP2. House of the Long Sunrise. The Bar Amnrûn is an expensive and well-kept house of delight. Its mistress, Crisduriel, is the illegimate daughter of the Prince's now-deceased uncle.

MP3. Guildhall of the Lampmakers. The Lampmakers (S. "Celerdain") of Dol Amroth are among the most skilled in Endor. Only rivalled by those of Tharbad and Osgiliath, they receive commissions from all over Gondor. Their gaily lit four-story guildhall is always adorned with numerous bright lights, a display of their exceptional wares.

MP4. Aldamir's Smithy. Aldamir the Smith maintains the largest smithy in all Dor-en-Ernil. He is a wealthy man and lives in the Castle Quarter (see CQ2), but his fortune is still inadequate as far as his son Aldarion is concerned. Aldarion is in love with Edhatariel, the youngest daughter of the Prince, but his family's station virtually precludes their marriage.

MP5. Guildhall of the Fishermen. Called the "Rondocoroth Pisgedain (S.)," this five-story building houses meeting halls, a museum of maritime oddities, private guest quarters, and a school.

MP6. Fishermans' Market. Largest of the city's marketplaces, this trading center is always open, offering the finest seafood in Gondor.

11.33 THE NEW PORT (NP1-NP5)

NP1. Butchers Market. This is the center of Dol Amroth's red meat and poultry trade. Although the city reaps a great harvest from the sea, many of its residents enjoy lamb, beef, pork, or chicken.

NP2. Eldahil's Brewery. Eldahil and his nine sons make the finest ale and only beer produced in Dor-en-Ernil. Unbeknownst to the rest of the city, Eldahil's family is the center of a circle of spies in the service of Teldûmeir of Umbar.

NP3. Kraken's Wake. Númedur's three-story inn is famous for its plentiful shellfish and poor beds.

NP4. Merchants Exchange. A cooperative moneylender, the Merchants Exchange is actually owned by a partnership led by the White-shipwrights Guild and the Prince's brother Edhelmir.

NP5. Merchants Hall. Second largest of the local guildhalls, the Merchants Hall accommodates most of Dol Amroth's general merchants' congresses and serves as the town's commercial court (a forum for arbitration used as an alternative to the Prince's Chamber of Equity).

11.34 THE GATE TOWN (GT1-GT5)

GT1. Círdur's Roundhouse. This circular theatre specializes in musical comedies and magic shows. Círdur is the master of the "Sunset Highwaymen," a group of thieves who plague the main roads near the city.

GT2. Sign of the Blind Voyager. This tall, five-story inn is known as a haunt for folk willing to undertake nearly any unsavory task, so long as the price is right. The place is constructed of a strange, reddish stone and is built like a tower. Stories suggest that its thick walls are laced with secret passages. (The tales are true, of course.) One passage connects the inn's basement ale-room and attic to a bedroom in the House of Nimrilien (see 11.36 at CL4), while another connects to a sea-cave on the southern side of the peninsula.

GT3. Arthoniel's Tavern. Arthoniel is a famous juggler and fire-eater. His bawdy tavern provides an outlet for those interested in gambling and exotic ladies.

GT4. The Black Spar. This four-story inn is located near the city's main gate and has seven common rooms, each capable of handling up to nine lodgers. Its only private room permanently let by a fellow named Nendur. Reputedly a Seer, he is actually the sometimes-disguised son of the Prince Edhelbor.

GT5. The Iron House. The Iron House is Dol Amroth's prison, and accommodates those who are not jailed in the castle.

11.35 THE OLD TOWN (OT1-OT4)

OT1. Archam's School. Archam died in one of Gondor's campaigns along the Harnen River in Harad, but his bequest supports the best warriors' school south of Minas Anor (Minas Tirith). The adjoining building provides classrooms for those interested in more general studies, including seamanship, orienteering, languages, and the martial arts. It is run by Curudur the (12th lvl) Ranger.

OT2. Amarthion's House. Amarthion is Dol Amroth's chief Shipwright. Master of the White-ship Wrights, he is both an engineer and a potent (16th lvl) Alchemist. His four-story home has beautiful silver shutters.

OT3. Squire's Hall. This four-story building is the administative center of the city. Here, the Squire Amondil works.

OT4. House of Marahil (Ilgazâr). This rather quaint three-story house is Lord Marahil's home whenever he travels to Dol Amroth. His primary residence, of course, is his manor of Bar Harest (old Druxaldë) near Metrast in southernmost Belfalas. (See 9.1.)

11.36 THE CLIFFS (CL1-CL5)

CL1. House of Tables. This is the richest gaming hall west of the Anduin. The proprietor Hevellon is a close friend of the Squire Amondil. He maintains an expensive and exclusive inn on the upper two floors of this four-story building.

CL2. The Broken Prow. Undoubtedly one of the town's better restaurants and drinking halls, the Broken Prow is the favorite nightspot for the Prince's entourage. Its owner, Gollodur, is the cousin of Camlin, the Warden of the Castle.

CL3. Fanariel's House. Fanariel the (11th lvl) Mage resides here with her seven cats. Widowed and the heiress of a dye-making fortune, she is the sworn enemy of the Squire Amondil, who she holds responsible for her husband's untimely death. She is contemplating using her lover Aldamir (see CQ2) as a means of assailing Amondil. Fanariel is beautiful and rather exotic, for her blond hair and fair features are unusual for this region. Her mother, a woman of Rhovanion, was of Northman blood, and Fanariel maintains ties with her distant relatives in Lake Town.

CL4. White Shoals. This snug tavern was once the home of the first Warden of Castle Amrûnaur. It is now a quiet nightspot catering to many of the nearby residents. Nimrilien, the consort of the Prince's naive younger brother Edhelmir, frequents the private Upper Room of this three-story establishment. Her host of friends has a reputation for story-telling and playing cards, but others know better (see Section 8.71).

CL5. Nimrilien's House. The enchanting (7th lvl Scout/Thief) Nimrilien lives in this four-story townhome, with her dog Nurdiriel and her young sister Nimilwen. A secret passage (once a sewer) joins Nimrilien's bedroom to the Ale-room and attic of the Sign of the Blind Voyager inn in the Gate Town (see 11.34 at GT2).

11.37 THE CASTLE QUARTER (CQ1-CQ5)

CQ1. Squire's House. This elegant five-story townhouse is home to the present Squire (Mayor), Amondil. He is the most powerful of the Prince's vassals and he maintains three of the famous White Ships. His estates in western and southern Dor-en-Ernil (near Spathlin and Metrast, respectively) produce a healthy portion of the region's finer grapes.

CQ2. Aldamir's House. This sprawling, three-story structure has a dozen balconies. It is the home of Aldamir, master of Dol Amroth's largest smithy. Although married, Aldamir is in love with the enticing Fanariel (see CL3).

CQ3. House of the Shining Mist. Once an observatory, this ancient six-story structure is now the home of the warrior Camlin, the (18th lvl) Warden of the Castle. His wife Ostiel is an (10th lvl) Astrologer.

CQ4. House of Haldarion. This three-story manse is the town residence of Haldarion, the Warden of Castle Amrûnaur. (See 9.1.)

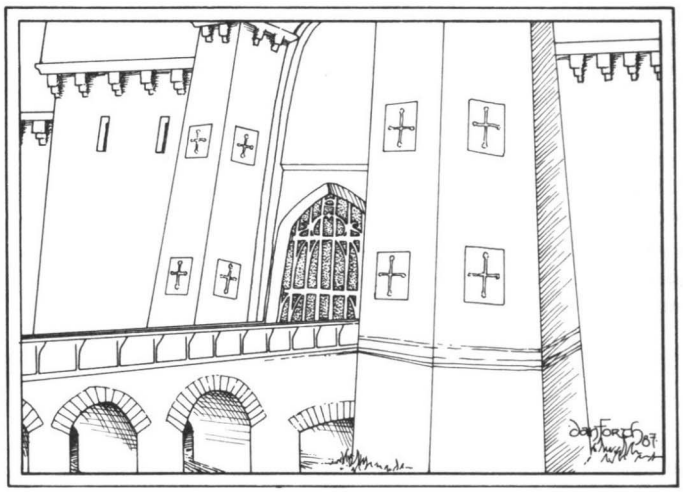
CQ5. House of Arukhôr. Arukhôr, the Lord of Rosuldrië in eastern Belfalas, keeps this spacious, four-story home as a second residence. (See 9.1.)

CONCERNING THE TIME SETTING

Havens of Gondor is somewhat unique. Although it is designed to be used for campaigns set during the period between T.A. 1640 and T.A. 1680, it is equally well-suited to games with an earlier or later setting. Care has been taken to delete time-specific references except where they are absolutely necessary. GMs should pay particular attention to Section 2.0 before embarking on any campaign, since this material will help set the proper historical and temporal tone.

11.4 THE CASTLE OF THE PRINCE

The Castle of Dol Amroth is a massive fortress of modified concentric design. Set atop the highest and widest section of the ridge that forms the spine of the peninsula, it commands the heights of Dol Amroth where the cliffs are highest. In all Gondor, this citadel ranks second only to Minas Anor (Minas Tirith) in strength, although Minas Ithil (Minas Morgul) is a very plausible rival.



11.41 THE CASTLE'S DESIGN

On the three seaward sides of the fortress, the sheer rock face poses a virtually unassailable obstacle. Thus, the Castle is designed mainly with an eye to defense from the landward side, where the slope rises more gently. There are numerous levels to the defense, each positioned so as to support the one before it.

The Castle is constructed principally of granite, but all the curtain walls and towers are faced with white limestone. The Elven Seaward Tower is faced with a white marble striated with silvery veins, causing it to shimmer in the sunlight.

Dol Amroth Castle displays its beauty, while much of its strength lies hidden. The cellars underneath the Great Hall lead to cisterns, storage vaults, and vacant chambers suitable for housing refugees in time of crisis. Tunnels run from the outer towers to various parts of the Keep, allowing troops to strike by surprise at the rear of any enemy who breaches the walls.

The Castle even has a secret harbor, designed with the aid of the Elves. Cut into a sea-cave beneath the Sea-ward Tower, it can be reached using a long spiral stair. The steps descend to a water-filled cavern where a small ship always waits, and a second can be moored. The stone gates of this cavern are concealed as part of the cliffside, and open only to those who speak a Sindarin password. Knowledge of this word is limited to the Prince, his immediate family, and a few trusted retainers.

The Garrison

The Castle's peacetime garrison includes:

— one Banneret (besides the Warden);
— 15 household knights and their esquires, who are always at the Prince's call;
— 25-35 knights with their esquires serving their castle garrison duty; 200 Prince's Yeomen with 10 sergeants and 3 captains; and
— 300 men-at-arms with 15 sergeants and 3 captains.

The retainers number about 3-400. During wartime, several thousand troops can be housed within the walls for months — assuming the Castle is well provisioned. The garrison can survive indefinitely if supplied by sea.

11.42 LAYOUT OF THE CASTLE

1. Landward Wall (First Wall). The first (easternmost) battlemented stone curtain wall is 40' high and 15' thick, forming a barrier that ends where the cliffsides fall into the waters of the Bay of Belfalas. A 20' deep ditch lies before the wall, crossed by a drawbridge. At each end of the wall, against the shore of the sea, is a tower built partially into the cliffside, with a splayed base, protecting the half-wall against being turned. These towers are 70' high, 40' in diameter, with 10' thick walls, crenellated turrets, and four interior stories. The only windows are arrow slits in the upper two stories. D-shaped bastions jut out from the joints of the wall as it bends backward, the rounded side facing outward. These bastions are 50' high, with 10' thick walls, and three interior stories. Arrow slits pierce the upper two stories. The flat battlemented rooftops serve as firing platforms for catapults, ballistae, and other war machines. The City Gate at the center of the wall shields the Prince's Way.

2. The Prince's Way. A paved road climbs the steep incline, to the tip of the promontory and the Castle's core. It is flanked by walls.

3. Middle Wall (Second Wall). The second wall is designed like the first, although it is between 10' and 15' higher, depending on the lay of the cliffside. Where it sits above a level area, it looks down from a sharp incline.

4. Outer Bailey (Lower Bailey). Between the walls the ground has been leveled to form the Outer (Lower) Bailey, which is used as a drilling ground and tourney field.

5. Seaward Wall (Third Wall), The machicolated third curtain wall of the Castle, 60' high and 20' thick, forms an enclosure around the town's western edge. Small turreted bartizans, 15' in diameter, project from the curtain wall, their arrow slits permitting flanking fire against a scaling attacker.

6. Inner Bailey (Upper Bailey). The Upper Bailey is filled with stone outbuildings essential to castle life: smithies, stables, kennels, mews and barracks for the common soldiers.

7. Gate Tower (S. "Barad Ennyn"). This great bastion is 50' rises 90' high above the surrounding cliff. It has 12' thick walls, a flat battlemented rooftop, and five interior floors. The gate arch passes through the tower, and murder holes in the arch's roof allow boiling oil or other unpleasantries to be showered on unwelcome visitors from inside the tower. The gates and porticullis are wrought of Dwarven steel and are Very Hard (-20) to open when locked.

8. Knights' Tower (S. "Barad Requain"). This great tower is 100' high, with a 40' diameter and 12' thick walls. This six interior stories below the turreted roof are subdivided into apartments for the knights of the Prince's household and their esquires. The entire sixth floor is reserved for the commanding Banneret, the High Knight appointed by the Warden to oversee the garrison.

9. Astrologer's Tower (S. "Barad Meneldur"). This tower commands a superb view of the sea to the west. It is 120' high, with a 70' diameter and 10' thick walls. The Prince's Lord Counselor resides in this seven-story tower. His guards use the two lower floors as a barracks, while the remaining levels are given over to an audience hall, library, workroom and private chambers. The highest floor, with a glass-domed roof, contains the Lord Counselor's observatory.

10. Sea-ward Tower (S. "Barad Aearan" or "Tirith Aear"). This 350' tower is connected to the main castle by three underground passages. It serves as a bell-tower and beacon for passing ships. The Prince uses it as a private residence and refuge. (See Section 11.5.)

11. Prince's Keep. This magnificent complex rises 200' above the cliff. Its walls vary from 10' (near the top) to 30' (at the base) thick. Sloping stone piers anchor its sides, gently curving inward to join one another. Twelve stories in height, its entry is on the second story. This is reached by an exterior stairway. The Prince, his family and their personal guards and servants dwell in the Keep, along with other Court members who permanently reside here (and do not reside in the surrounding towers). The Prince's banner flies from the golden spired pinnacle of the roof.

12. Great Hall. The Prince's feasting hall is part of a huge complex of battlements that project from the Keep. The oval-shaped stone structure opens onto the Prince's Courtyard. The Great Hall itself is 180' long and 60' wide. Here the Prince presides from his white marble throne on the raised dais over stern judgments and merry revels. The tiled roof of the Great Hall is supported by two rows of white marble pillars, with carven capitals depicting sea birds. Stained crystalline windows between the columns cast fantastic patterns of light on the mosaic floor.

13. Prince's Courtyard. On either side of the Great Hall are herb gardens. They are part of a private, parklike area. The interior of the surrounding curtain wall is lined with finely finished stone buildings— kitchens, stables for the knights' horses, and apartments for knights serving garrison duty.

14. Tombs of the Princes. A Postern door in the Seaward Tower leads to a narrow path with a stone curb, winding down the cliffside to a steel door 500' above sea level. Symbols of power (20th lvl Symbols of Fear) inscribed upon the door deter unauthorized entry, as does a lock which is Extremely Hard (-30) to open. The key is in the reigning Prince's possession. Inside the door is a long arched vault, with rows of biers on either side of a central path. Here are all the bodies of the Princes who have died at Dol Amroth, perfectly preserved, and attired in costly robes and jewelry. No one enters this tomb except when a deceased Prince is laid to rest. Trespassers are put to death. The path from the Castle is the only means of access, unless one can fly or scale sheer rock.

15. Town Walls. A wall encloses the Town and its harbor. 40' high and 15' thick, it is made of granite, with a sloping limestone-faced outer side. Square towers, 40' to a side, 60' high, with 10' thick walls, are positioned at the vulnerable bends of the wall. These towers have splayed bases. The main gatetower is located at the southeastern corner of town, but there are four lesser gates located along the south wall. All of the town's landward entries open onto the Prince's Way, the fortified avenue that serves as Dol Amroth's lifeline. The town gates are iron-bound oak, and each entry tower contains at least one porticullis in addition to the doors. Battlements line the top of the wall, which is reached through the three-story towers.

16. Harbor Walls. The ends of the walls extend across the harbor mouth, closing it off save for gaps flanked by round towers, 40' in diameter and 70' high. Enemy ships are barred from passage through these gaps by steel chain booms, which can be raised from the harbor bed using windlasses. The wall towers contain supplies of missiles and oil cauldrons. Catapults and ballistae are mounted on their flat roofs.

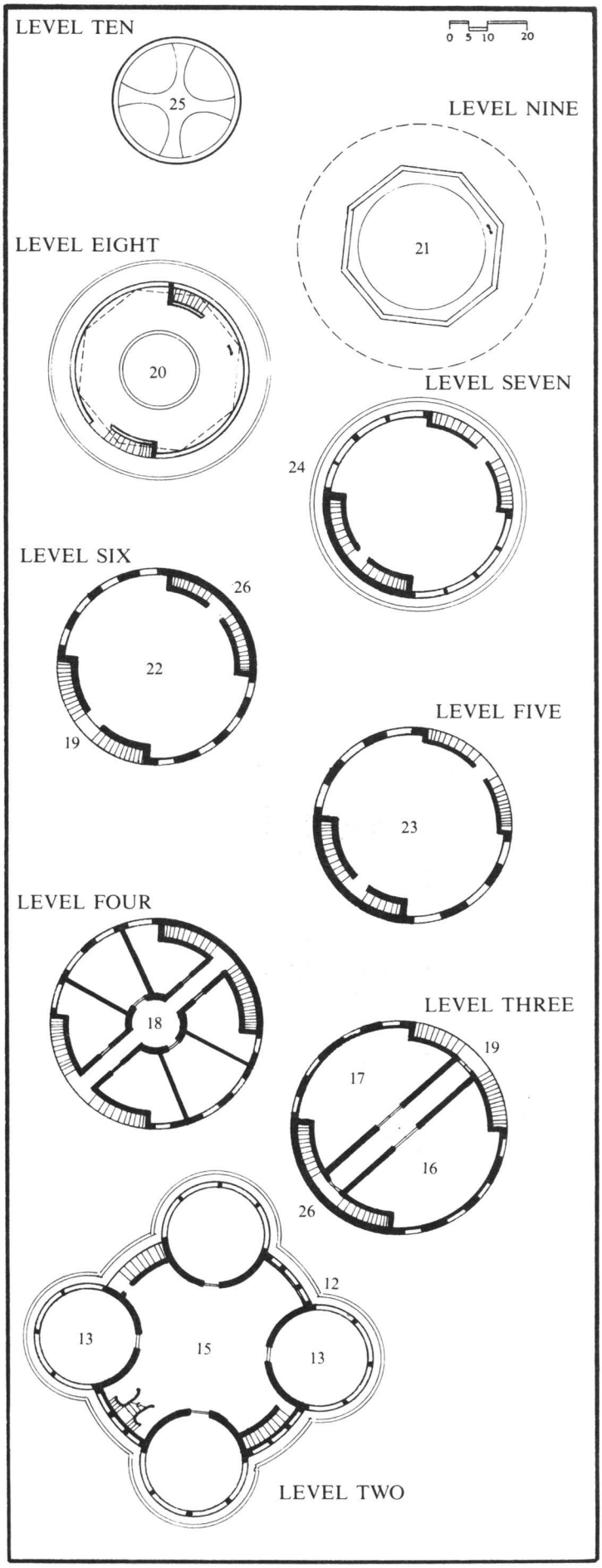
11.5 THE SEA-WARD TOWER (TIRITH AEAR)

The 350' tall Sea-ward Tower rises from a pillar of rock due west of the main Castle. Its Elven foundations reach deep into the basalt spur, which marks the westernmost point of Amroth's Hill, and indeed of all the Belfalas peninsula. (See 11.42 at #13.) The tower is by far the oldest structure on Dol Amroth, dating back to the Second Age.

Entering the Tower

Although part of the Prince's Castle, the tower is connected to the citadel by way of three parallel subterranean passages. Each houses a wide staircase that climbs down, and then up, inside the mount. The two outermost (i.e., the north and south) tunnels, wind near the surface of the adjacent cliffside. Deep, splayed window wells illuminate these stairways. Some of the wells are capped with embrasures or firing turrets, which guard the openings and permit bowmen to shower arrows on anyone foolish enough to attempt to scale the cliff face. All the other windows are barred apertures which are too narrow to force.

No windows reach the central passage, which lays deep beneath the rock. Twenty feet wide and fifteen feet tall at the peak of its arched ceiling, this hall dates to just after the founding of the tower itself. The inlaid marble stairs and the elaborate stonework suggest its special origin and, to this day, it serves as the principal avenue between the Tirith Aear and the peak above.



Two other entrances permit access into the Sea-ward Tower. One, the Sea Door, opens onto an ocean-filled cavern that knifes into the granite beneath the tower. The other, the Outer Gate, is a simple steel door located in the side of the Tirith Aear about seventy feet above the ground. An uncovered stairway winds around the outside of the structure, descending to the ground on the western side of the bastion.

The Tower Design

Galadriel's Elven artisans erected the Sea-ward Tower on a 955' tall basalt chimney, a volcanic plug situated at the very tip of the peninsula. The pinnacle of the tower's roof reaches 1305' above sea level. Graceful in design, it appears almost delicate, given its seemingly precarious position above the crashing sea. Galadriel, however, is said to have put her power into its foundations, so that none but the Valar can bring it down. The spirit of *Nenya*, the Water Ring, runs deep through the Sea-ward Tower.

The base of the tower's main spire is reinforced by four 40', semicircular spurs. Each supports a roofed gallery and garden. Above the gallery level, the Tirith Aear stands like a single, marvelous pillar. Only tall, narrow windows and a single, inset spiral staircase serve to punctuate the upper 310'.

The outer staircase gently spirals around the outside of the structure. Only 5' wide, it actually cuts into the side of the Sea-ward Tower, providing travelers on the steps with a roof above their heads and a solid four and a half foot tall railing of stone to keep them from falling onto the cliffs below. The stairway permits guards to view at least a portion of the surrounding countryside at all times and, in times of war, acts as a sort of inclined battlement.

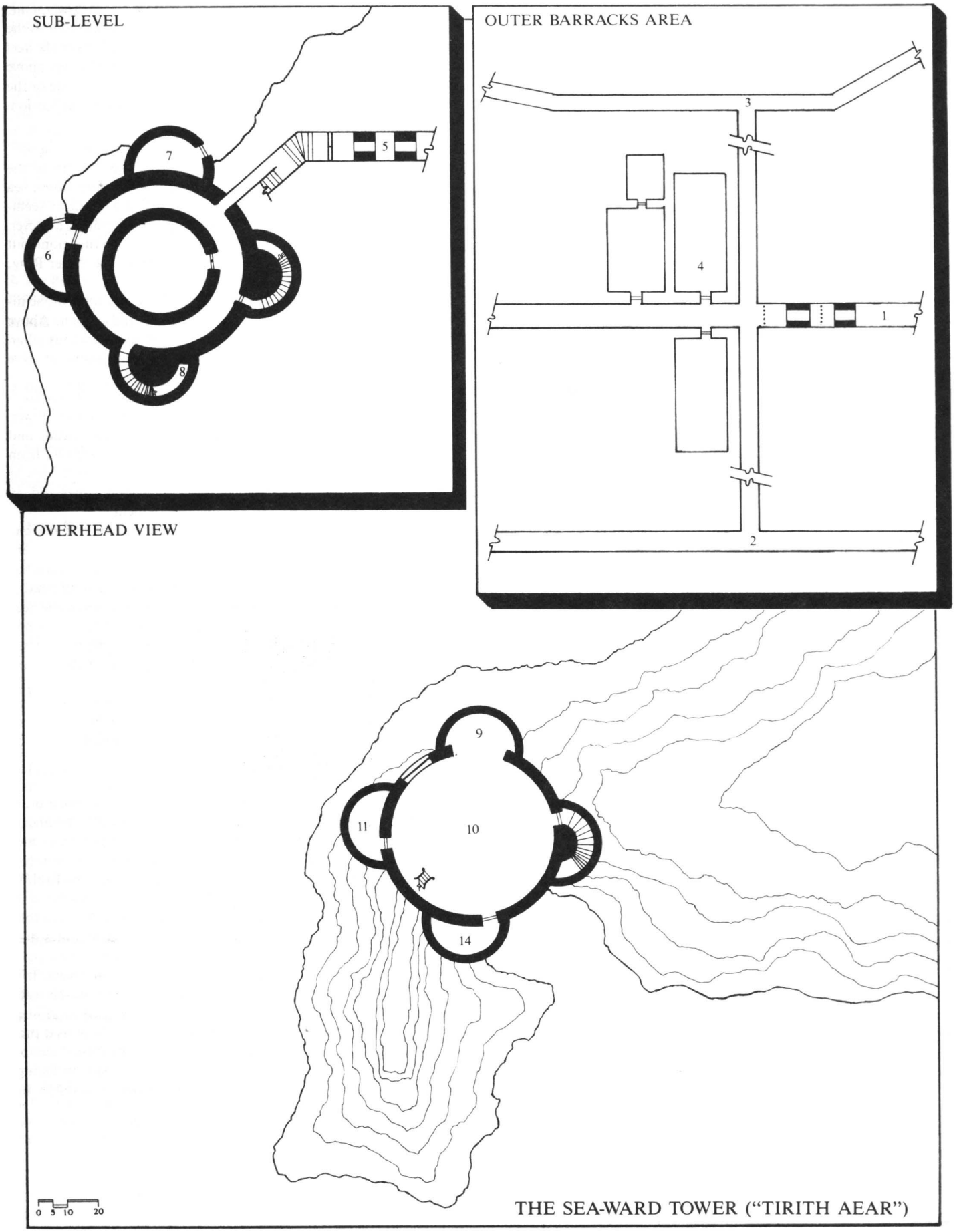
The whitish surface of the tower contains striations of marble, which gleam in the sunlight. On a clear day, it blazes with a silvery aura. The silver and blue steel roof accentuates the effect, which has stunned (or even "blinded") more than one voyager sailing nearby.

A three-tiered battlement surrounds the upper reaches of the Sea-ward Tower. Each machicolated overhang juts out beyond the one below, permitting defenders on the parapet above to rain missiles on attackers without interfering with their fellow guards. A three-story section caps the very top of the tower. The upper story sits on a steel-reinforced wooden floor, which can be rotated. This area serves as lounge, meeting hall, and observatory, while the two-story chamber below houses the beacon. Galadriel's great bell is housed in the roof chamber above.

The Bell and the Beacon

The twenty-ton, gold-inlaid Elven bell was cast to commemorate the defeat of Sauron in the War of the Last Alliance. Galadriel placed it in the Sea-ward Tower in honor of the union of the First- and Secondborn, for the bell is intended to guard seaman of both races. In a sense, it was also a gift to the Dúnedain, in particular the Faithful of Gondor, many of whom settled in Dor-en-Ernil. In another way, it served as a bequest to the Elves of nearby Edhellond. The bell tolls on the hour during good weather, and rings every ten minutes during a storm or in times of poor visibility.

A 14' tall lamp also serves as a guide for passing mariners. It is located in the chamber below the upper quarters. Huge, movable leaded glass panels surround the room. They can be opened or closed, depending on conditions. Their varied hue colors the light as it projects through the glass, enabling ships to read the compass direction of the beam by analyzing its coloring: white for westward-facing, blue for northward-facing, red for southward-facing, and yellow for eastward-facing light.



THE SEA-WARD TOWER ("TIRITH AEAR")

The Layout of the Tower

1. Central Castle Hall. This passage serves as the principal link to the main castle. The passage is guarded by seven sets of barriers, each of which consists of a stone pit topped by a drawbridge, a portcullis, a steel door, and another portcullis. All the doors and portculli are very hard (-20) to open.

2. South Castle Hall. Running along the southern face of the peninsula, this hall is intersected by ten short side passages, all of which lead to a parapet (6) or embrasure (4). The passage is guarded by five sets of doors, each of which has a pair of portculli flanking the door proper. All the doors and portculli are very hard (-20) to open.

3. North Castle Hall. The passage guards the northern cliff. It contains four sets of doors, each of which has a pair of portculli flanking the door proper. All the doors and portculli are very hard (-20) to open. The eight side passages lead to either embrasures (3) or turrets (5).

4. Outer Barracks. Located off the Central Castle Hall, the barracks serve as home for the outer guard. A kitchen and mess hall adjoin the transverse passage that joins the complex to the North and South Castle Halls.

5. Main Gate. The entryway is guarded by four sets of pits, each of which is lined with spikes and crossed by way of a drawbridge. A guardroom above the entry permits defenders to attack assailants via murder holes. The door itself is flanked by a pair of portculli. The door and portculli are extremely hard (-30) to open.

6. Outer Gate. This door is accessed by a narrow stair that leads to the cliffs. It serves as a sally port, and as an accessway to the tombs (see 11.4). The door can be sealed with a special trap which is very hard (-20) to detect. If someone steps on the inner doorsill without first using the key in a special lock set in the swan symbol that flanks the doorway, a ten ton stone will drop, sealing the entry. Without a successful (very hard) maneuver, the trespasser will be struck (a +75 Huge Fall/Crush attack). A portcullis guards the door from the inside. Like the door, it is extremely hard (-30) to open.

7. Stable Chamber. Once the stable for Galadriel's horses, it now serves visitors using the Outer Gate. It has no direct access to the tower.

8. Sea Gate. This steel door leads to a stairway that joins the tower to the sea-cave below (see 11.4). A portcullis guards the door from the inside. Like the door, it is extremely hard (-30) to open.

9. Minstrel Hall. This feast hall has a moving stage.

10. Great Hall. The tables in this hall can all be lowered into the kitchen below. A dais supports a pair of thrones. It faces the great stained glass window that looks out over the sea.

11. Lower Barracks. This area houses the main body of the tower guard.

12. Lower Battlements. A pair of crenelated battlements surround the upper faces of towers' spurs.

13. Gardens. These roofed gardens are surrounded by colonnaded galleries. They serve as small parks.

14. Armory. This chamber houses enough equipment to outfit 1000 warriors.

15. Library. The tower library is among the best in Endor. It houses Middle-earth's largest remaining collection of Adûnaic (Númenórean) texts.

16. Galadriel's Hall. Elegant, yet simple, this set of chambers is used by royal visitors to Dol Amroth.

17. Celeborn's Hall. This suite is now used as lodgings for the Prince and Lady of Dol Amroth. They generally use their apartment in the Prince's Keep, however, coming to the Tirith Aear only when they wish to relax close to the sea.

18. Upper Barracks. Actually suites for the Prince's Knights, these lavish barracks contain private apartments for the Knights' families.

19. Outer Stair. Five feet wide, this staircase has incised steps and drains, enabling guards to use it during inclement weather.

20. Lamp Chamber. The great 14' lamp is housed here. This chamber is essentially a lighthouse, and the lamp is set on a great steel wheel. Rotated by a wind-assisted crank, the light casts its projected glow for many leagues. Its 15° light opening creates a powerful beam.

21. Observatory. The chamber holds various scientific instruments, together with a library. Its two telescopes are among Endor's finest. Each is housed on a metal floor section which can actually swing outside the tower whenever the glass wall panels are opened. The entire floor (like those of #22 and #23) can be rotated by using a wind-assisted winch, enabling the occupants to move their room (along with the rest of this level) to look out any portion of the tower. Lying just below the roof, the forward sections of its pitched ceiling open to reveal the night sky.

22. Royal Meeting Hall. This chamber serves as the Prince's private council chamber. It is often used in times of war.

23. Royal Lounge. Once Galadriel's favorite chamber, this lounge is now used as the Prince's study.

24. Upper Battlements. Three levels of crenelations enable defenders to strike anyone assailing the tower with deadly fire.

25. Bell Chamber. This open area is ventilated by dozens of small windows and drains. It houses the Elven Bell.

26. Inner Stairs. Punctuated by barrier doors (very hard, -20, to open), these stairs run inside the outer walls and unite the tower's fourteen levels.

12.0 THE ELF-HAVEN OF EDHELLOND

The great Elf-haven of Edhellond is the southernmost of the Sinda seaports in Middle-earth. Built upon and within a great limestone island in the westernmost channel of the Morthond river delta, it is carefully and strategically placed and takes full advantage of the site's formidable natural defenses.

12.1 A DESCRIPTION OF THE ELF-HAVEN

Edhellond occupies a 150' high hill that rises out of the lower Morthond less than a mile from the Bay of Belfalas. The rocky hillock forms a 1500' long isle, which is just over 500' across at its widest point. Steep stone cliffs line the shores, making any ascent to the relatively flat summit difficult except via the steps cut into island's west flank. Three stairways connect the gently terraced hilltop with the quays below and serve as the Elf-haven's only exterior entryway. (Another staircase snakes through a series of subterranean tunnels that join the summit with the port caverns below.)

The modest but beautiful Elven town stretches along the top of the hill and is surrounded by a low white wall and a ring of silvery oaks. The village's well-kept buildings and four high towers, with their clean white walls and steep, blue tile roofs sparkle in the clear skies.

12.2 THE LAYOUT OF THE ELF-HAVEN

(See the map of the Elf-haven located at the center of this module.)

Edhellond is built in two parts. The town sits atop the hill and is exposed to the fresh sea breezes and gentle sunlight so common to the area. Beneath it lies the hidden harbor, which lies in a group of magnificent, vaulted cavern chambers.

The Streets

One main street and two side streets run the length of the town. These are exquisitely paved paths lined with flower gardens, fountains, and quaint buildings. The five short side streets connect these thoroughfares with the path that surmounts the surrounding wall. Splendid lawns separate the 7' tall rampart (which varies from 10' to 25' tall on the outer surface) from the village itself, giving the Edhellond a sort of circular park or common.

The Four Towers

Four great round towers stand watch over the islet. The two shorter structures are lighthouses, each accommodating a great lantern and a small bell beneath its peaked roof, while the two taller buildings are bastions that normally house the Master Shipwright and the Town Armory. The Shipwright's Tower also guards the spring and cistern that provide the town with its reserve of fresh water.

The Town Gates

Edhellond has two protected entries. A triple gate permits access to the village from the northwestern shores of the island. Here, the steel-faced doors open onto three wide, steep staircases, each of which descend to the river quays by way of a cut in the cliff. The quays below provide an anchorage for the Elf-haven's ferry, as well as any invited traffic that might visit.

Although guarded from the ramparts, the cliffside entrance is more exposed to attack than the entry from the Port Caverns. The Port Gate descends through a strong gatehouse in the east central part of town, affording defenders a plethora of opportunities to turn away any assailants rushing up the tunnel from the caves underlying the hill.

The Port Caverns

Edhellond's Port Caverns are one of Endor's great engineering masterpieces. Hewn from the arching riverine caves beneath the hill, they rise as far as 90' above the Morthond's water level, sheltering the town's famous Swan-ships even at times where the river is flowing furiously in flood stage. Stone quays line the walls of this superb, cross-shaped complex, while great warehouses, workshops, and halls occupy the adjoining caves. It is an ideal port.

The two 40' tall openings that permit passage into the Port Caverns are almost aligned with the flow of the river. Only a slight deviation slows the current as it enters the hill on the northern side. This keeps the fresh water at a manageable speed as passes through the caves. In times of war or inclement weather, these river gates can be barred in whole or part by steel-faced doors, which lower on windlass-operated chain tracks set about 5' inside the cliffs.

12.21 THE EXTERIOR LAYOUT (THE TOWN)

Edhellond is arranged on a northwest-southeast/northeast-southwest axis. The town itself occupies the terraced, grass-covered summit of the great grey limestone rock that forms a hill in the river. Two nearby rocks are connected to the village by way of arched stone bridges.

1. Ardamir's Mill and Stable — The retired Dúnadan bard Ardamir oversees this fine mill. His stables serve the nearby inn, and his smithies provide aid for the nearby farms.

2. Ruins of Lond Duilin (S. "Haven of the River Song") — Remains of the ill-fated haven that was founded and destroyed in the Elder Days. Also called Edhellond, Lond Duilin actually preceded the present Elf-town.

3. Iandûn (S. "West-bridge") — Also called the Iant Dird i l, or "Bridge of the Lovers' Watch," this seemingly delicate white stone span is reputedly an enchanted place where youths went to watch their loved ones depart or arrive from long voyages. The carefully carved but strong bridge dates back to the founding of Lond Duilin.

4. Bar Ernil (S. "Prince's House") — This two-story stone inn resembles the buildings of Edhellond, and according to legend it was built upon the foundations of an earlier Elven inn from Lond Duilin. Except for its heavy red tile roof, one might mistake it for an Elven hostel. The inn is now operated by a Man of mixed blood called Tumir. He lives with his wife Belecca, five daughters, and a son in the first floor chambers located behind kitchen.

5. Ferry Route — The ferry that connects Edhellond to Bar Ernil's islet follows this route. It makes a round trip crossing about three times a day (usually just after dawn, at noon, and just before dusk).

6. (Northeast) Green Light — A low, round stone platform supports this lamp. The lamp's glass is colored light green, signifying its position at the northeast side of the town. Its light guides vessels coming downriver around the rocks nearby.

7. Green Light Tower — This 70' tall lighthouse houses a lamp similar to that described at #6. This lamp serves as a beacon for boats coming down the Morthond, but it is rarely lit.

8. East Commons — This large grassy area is the site for most of Edhellond's frequent outdoor festivals.

9. (River) Stair Gate — Triple gate opens onto the three steep stairways that descend to the Outer Quays on the isle's northwest shores. Six turrets (each occupied by a pair of bowmen) give the defenders ample opportunity to inflict a deadly crossfire upon any attackers coming up the steps or the nearby cliffs.

10. Quay Stairs — Three staircases comprise the Quay Stairs. Each is cut through a cleft in the cliff, making access to the adjoining rock face very difficult. Easily protected by archers posted near the Stair Gate, the steps provide the only outer route into the town.

11. Outer Quays — These stone quays accomodate non-Elvish vessels, or those Elven boats weighing anchor for brief periods. Here, the ferry is kept when at rest, so the ferrymen spends much of his free time conversing with the quays' two guards.

12. Outer Wall — Although this white stone wall is up to 25' tall on the outside, it is only about 7' tall on the inside. The parapet is frequently punctuated by crenelations, which all have all have blue shutters, and the white and blue hues of the ramparts contrast with the dark grey rock of the cliffs. Roofed turrets project from all the corners or forward positions along the wall, enabling archers to shoot at assailants seeking shelter beneath the usual line of fire. Seven pairs of guards patrol the walls at any given time.

13. Port Gate(house) — An oval gatehouse protects the gateway to the entry tunnel that connects the town to the Port Caverns below (see #8 at 9.21 below). Four portculli, three doors, two drawbridges, and three sets of machicolations ("murder holes") guard the entryway. Each door and portcullis is Hard (-10) to open when locked. Three guards stand watch over the entryway.

14. Barad Harmentir (S. "Tower of the South-watch") — This 90' tall tower houses Edhellond's armory and the barracks of the Town Guard. It connects to the Port Gatehouse. Six warriors (two by the door and four at the top) man the tower at all times.

15. The Red Light Tower — An 80' tall lighthouse, this great structure guides vessels sailing upriver from the Bay of nearby Belfalas. The tower has reddish glass, so that its lantern emits a red beacon. The red color signifies the "autumn," or southwest position, on the local compass.

16. Shipwright's Tower — The 100' Shipwright's Tower is the tallest and most graceful of Edhellond's buildings. Home for the Master Shipwright, his family, and his seven workshops, the structure is a working residence. The tower also houses the city's reserve cistern, as well as access to its feeder spring. A white banner, shaped like a swan, flies from the post atop its tall, silvery-blue dome. Its garrison of nine guards operates in three shifts.

17. Main Square — Flowers and carefully-tended bushes adorn this octagonal area, which serves as Edhellond's main plaza.

18. Sarn Nimrodel (S. "Nimrodel's Rock") — Local legends say that the spirit of Nimrodel comes here to await the return of her beloved Amroth.

12.22 THE INTERIOR LAYOUR (PORT CAVERNS)

The Port Caverns can be divided into two groups. The four domed caverns ("wings") that house Edhellond's boats actually join, forming a single, cross-shaped area in the center of the complex. They are, in a sense, one water-filled chamber. The other, outer caves house store rooms, crafthalls, firing rooms, and the barracks for the River Guard. Arched hallways connect these halls, while arched galleries with open colonnades surround the wings. Inlaid steel doors guard certain areas and each is kept carefully locked with a sliding bar mechanism which is Very Hard (-20) to open.

All of the Port Caverns are illuminated by lamps which have been set inside the elaborately carved columns, stalactites, and stalagmites that grace the structure. The unsculpted or gently-sculpted natural surfaces are adorned with inlays, lending a magical flavor to the halls. Windows pierce the domes in the ceilings of the four main wings, as well as the area over the Central Pier. Treated tapestries warm the walls wherever a suitable niche can be found.

1. North Gate — This is the upriver entry to the Port Caverns. Its door slides out of the roof of the arched opening (which peaks at 40' above the river line). The door can lower as far as 15' into the river below and has 1' wide holes in the lower portions, permitting the water to flow through relatively unimpeded, even in times when the gates must be closed. (See #10 regarding the gate mechanism.)

2. (Northwest) Winter Wing — This is the best protected of the wings. It houses two drydocks and two riverine quays, and it serves as the ship assembly area.

3. (Northeast) Spring Wing — This wing only has two quays. They provide an achorage for the largest of the Swan-ships, those intended for voyages to Aman.

4. Central Quay — Here, the Harbor Master manages traffic in the port. Boats mooring for brief periods often dock here beneath a 90' tall, 90' wide dome. The dome, like those in the wings, is decorated with inlaid jewel and stone mosaics. Light comes from the lamps set into the stalagmites and stalactites, and from eight great window wells that cut through the dome above. A series of arching stairways connect the Central Quay to the various wings.

5. (Southeast) Summer Wing — This wing has five quays and services smaller boats.

6. (Southwest) Autumn Wing — This chamber houses the most active of Edhellond's boats.

7. Stores — Edhellond's warehouses provide stores for trade, and insurance against any sieges.

8. Entry Tunnel — This 7' wide, 10' high tunnel switches back and forth through the rock, ascending to the Port Gate in the town above (see #13 at 9.21 above). Two portculli and an intervening gate, each Very Hard (-20) to open when locked, bar the passageway in times of danger. Normally, however, the gate and upper portcullis are kept raised, and two guards stand watch on either side of the remaining (closed) portcullis.

9. Crafthalls — These halls hold the workshops for the carpenters, sailmakers, smiths, etc. that work on Edhellond's boats.

10. Firing Rooms — These turret-like chambers permit the defenders to fire missiles at any attackers. Each firing room houses a separate winch mechanism which enables a team of two operators to raise, lower, or lock the port's gates (#s 1 and 12). Three skilled bowmen occupy each room at all times.

11. Barracks of the River Guard — Seven rooms (#s 11a-11g), arranged like star, house the twenty-one members of the River Guard. These warriors patrol the chambers, acting as a mobile vigil. Three men occupy each room, with the three Stewards (captains) staying together (at #11a). Most of the time, only a third of the guard is on duty.

12. South Gate — This is the downriver, or bayside, gate. It is much like the North Gate described above (at #1). (See #10 regarding the gate mechanism.)

13.0 OTHER SITES OF NOTE

Aside from the wondrous city at Dol Amroth, Dor-en-Ernil contains a number of sites of interest and importance. The regions' quaint coastal villages, manors, and mountain holds are too many to describe, of course, but a few individual settlements and structures are quite notable. Of these, Linhir holds particular charm.

13.1 THE TOWN OF LINHIR

The port of Linhir is strategically situated at the junction of the rivers Serni and Gilrain, about twelve miles from the point where the Gilrain estuary empties into the Bay of Belfalas. Here, the Gondor Road crosses the Gilrain Fords (S. "Ethraid Gilrain") at the southern tip of the Hills of Lebennin. No town between Pelargir and Dol Amroth is larger or more important as a center of Gondorian commerce and administration, for virtually all trade entering or leaving eastern Belfalas passes through its gates. Over four thousand people call it home, along with a wild collection of transients who come and go with the trade.

13.11 THE TOWN PLAN

Linhir is primarily known as a haven for shipping, but it also serves as a center of culture, manufacturing, and overland commerce. Its growth is tied to all these functions and its plan illustrates its varied character. Four distinct quarters divide the town, giving it an urban flavor that belies its small size. Along with a busy port in the dock quarter along the river, Linhir contains a well-kept town center, a mill district, and an outer market area. Each quarter is so well-delineated that visitors might perceive the town to be little more than four contiguous villages; however, Linhir is better described as a city in miniature.

A modest moat and wall surround the town, which is shaped like an enlongated oval whose main (northeast to southwest) axis cuts across an eastward bend in the Gilrain valley. Most of the streets are narrow, cobbled troughs, but eight are wide enough to permit passing traffic. Five of these avenues run across town (i.e., from the southeast to the northwest), while three roughly parallel the axis. Two of these routes — the Gondor Road and the Long Quay — handle the bulk of traffic. The former crosses the river via the wooden Gilrain Bridge, passing through both the Lebennin and Belfalas Gates, while the latter enters town at the Sunset Gate and hugs the riverside.

The Mill District

The northernmost section runs along a very swift, narrow section of the river, just above the point where the watercourse widens and spills over the rocky shelf that forms the bed beneath the Gilrain Fords. Seven mills tower over the dark streets of this quarter, which also accommodates the graineries and small row houses of the millworkers. Three of the mills grind the oats, rye, and new wheat brought to Linhir from neighboring farms, a fourth cuts timber from the nearby hills, and the fifth mill produces stone blocks. The Lord's mint occupies the sixth structure, while the seventh contains huge looms which produce everything from unfinished cloth to unnotable tapestries.

A sturdy towerlike building, the Linhir Mint is designed for secure defense. It stands east of the town's northern entry (Falls Gate), providing its wardens with a convenient view of both the river and the main road. In times of war, its large lower courtyard and galleries serve as both a hospital and a refuge.

The Town Center

South of the Mill District is the Town Center. Graced with wide streets, two squares, a park, and a host of white-washed houses, this quarter contains a rich offering of select shops. Wealthy merchants reside in the traditional town villas behind the walled gardens that line the area's three avenues, just as they have ever since Linhir's founding in S.A. 3377.

Wanderers' Square is the focal point of the Town Center. This pleasant, rectangular meeting place stretches northeastward from the Gondor Road, the artery that separates the Town Center from the Port. Surrounded by a splendid colonnade of pointed arches and peach trees, it functions as both an outdoor assembly area and a

central market. Artisans peddle their fine goods here on the first, third, and sixth days of each week, alongside visiting merchants who trade in expensive wares brought up from the Port. Most items, including food, however, are sold daily amidst the rowdy atmosphere of Manor Square, in the Outer Market quarter.

The Outer Market

Manor Square sits astride the Gondor Road and lies just inside the Belfalas Gate. Its vague star-shape is attributed to the fact that its foundations correspond to the wall line of an ancient garden owned by Lord Huithorion, the knight whose manorial center was chosen for Linhir's townsite. Huithorian's children played in a spring covered by the current fountain, and the pear trees that surround the font's pool are all that remain of a once-bountiful orchard.

A warren of winding residential streets and small plazas cover the rest of the Outer Market quarter. Aside from the Manor Square area, this is Linhir's quietest section, and its sprinkling of shops and numerous pushcart merchants generally close at an early hour. Only the inns near the Port show any enduring life after the twilight.

The Port

The Port district borders both the Outer Market and the Town Center. Linhir's largest district, it contains Gondor's fourth largest dock area, ranking after those of Pelargir, Osgiliath, and Dol Amroth (respectively). Rows of stone quays line the busy riverside and the town's great wooden docks extend well out into the Gilrain. The fords, coupled with the fact that above Linhir the channel is unnavigable, make the site an ideal spot for a harbor community. Situated on the Gondor Road, and with the Bay of Belfalas close by, Linhir enjoys a sheltered anchorage with easy access to Gondor's main land and sea routes.

The bustling Port quarter exemplifies the town's role as the gateway to central and western Gondor. Ships from Gondor, Eriador, Lindon, and Harad all pay frequent calls, providing an ever-changing mixture of foreign seamen. The plethora of tongues enriches the life of the locals and gives the harborside a cosmopolitan flavor. Tavern life is unceasingly brisk and exciting and innkeepers take comfort in their steady trade. Even in winter, most of the guest lodgings are open for business and rather busy.

It is hardly surprising that the Port has a crowded, chaotic plan. The winding streets, while not as narrow as those in the Mill District, are considerably less inviting than the roads and lanes of the Town Center or Outer Market, making it evident that the quarter's growth proceeded without regard to any scheme. The only apparent order is around the docks themselves, for the sizes, locations, and designs of buildings seem haphazard and, in some cases, ludicrous. Small one or two-story inns crafted out of wood are sandwiched between tall, narrow stone warehouses. Twisting alleys occasionally lead to large, secluded squares graced by oppulent rowhouses, while larger streets often take travellers to dark dead ends. It is an unpredictable but adventureful quarter promising both danger and entertainment.

The Fords and the Gilrain Bridge

The Gondor Road lies on the northern edge of the Port. At the river, after the east-bound highway crosses the Long Quay, the roadway passes over the Gilrain by way of a slender, seven-arch span. This, the Gilrain Bridge, provides the only dry route across the lower (i.e., navigable) portion of the river. It is built on the southernmost of the pair of fords which prevent larger boats from anchoring any further upstream, so its placement in no way interrupts local river travel.

Instead, the bridge serves to promote commerce. It enables everyone from caravan merchants to simple wandering peddlers a way to reach the Gilrain's western bank without need of a ferry or ford, thus providing Linhir with its special status as the link between Lebennin and eastern Gondor with Belfalas and points to the west. Virtually anyone travelling between Pelargir and Dol Amroth — Gondor's principal commercial cities — uses this route and seeks the comforts of Linhir as they pass through. The largest span west of the Anduin and south of Tharbad, the bridge is a symbol of the town's prominence as a valuable, strategic settlement.

The 15' wide, 350' long bridge has seven oak sections and a towering central pier built of granite. A trellis holding the board roadway sits on a structure composed of pointed arch vaulting. Carefully carved and laquered panels, inlaid with painted friezes, provide bright decoration and the elaborate detail of the tower's stonework reflect the builders' reverence for what is nothing less than a marvel of Gondorian engineering.

As one leaves Linhir, the stone pier stands between the third and fourth sections of the bridge, at the point where the Gondor Road is 25' above the water. Both of these sections are easily removable, as is the fifth section, enabling the townsfolk to deny enemies the use of the causeway. The 70' high, twin-gated tower serves as a forward defense, its steel-faced gates manned by a garrison of twelve. Four guards stand watch for stretches of four hours and rotate their posts in the upper tower and on the bridge.

In times of peace, these soldiers provide proper tax collection, for the tower also functions as Linhir's customs and toll station. Tolls vary according to the user, his appointed purpose, and his mode of travel. Townsfolk pay no duties, while others pay a copper piece for every person, beast, or wheel in their party — although merchants with a sealed "right of way" also escape any tariff. Half the toll goes to the Lord of Linhir, a quarter to the Prince of Dol Amroth, and the other quarter to the King or Steward of Gondor.

The Keep

The Lord of Linhir is a vassal of the Prince of Dol Amroth, although his influence extends into the lands of Lebennin across the Gilrain. (For more on this relationship, see Section 6.0.) Despite frequent seasonal journeys to a select group of well-placed manors, the Lord and his family make Linhir their year round residence. Their home is the small but strong keep that guards the town's northern gate. This squat, round tower serves as the center of government for the most populous fief in Dor-en-Ernil outside the Prince's personal domain. Although too small to accommodate Linhir's collection of civil servants, its halls house the offices of the Lord and his Estates' Chancellor, as well as a library containing the census rolls, the ledgers of the Lord's custom house, and copies of the records of the Linhir Mint.

The Mills

Like the Keep, the 90' tall, rectangular mint is essentially a fortified tower with two 10' diameter waterwheels set into its lower flanks. Two troughs channel the swift waters that drive the mill's wheels, thus fueling its heavy stamping machines. These culverts provide the building with a narrow stone moat on its east and west sides. A narrow drawbridge crosses the western water channel and affords access to main entry, an iron door set 20' up on the south wall.

Linhir's other mills are similarly situated, although they lack the defenses of the Lord's coinery. Each uses the power from an array of wheels positioned in stone-lined waterways. Water diverted from the Gilrain drops over a series of stair-step like tiers and onto the wheels, which are placed beneath each fall in such a way that they catch the maximum force from the stream's descent. Chains running from inside the mills to hinged doors set in the channels above each wheel enables the mill-workers to detour the water flow, thus stopping the wheel and the machine that it drives.

The cloth mill has fourteen waterwheels, seven on each of its two aqueducts. It is Linhir's largest mill for, although the lumber mill has three channels and twelve large wheels, the cloth works employs less than a third as many workers (twenty-four versus eighty). The town's three grain mills are much smaller, as is the stone cuttery. Together though, they provide a considerable output, lending vitality to Linhir's diversified economy.

13.12 THE KEY TO THE MAP OF LINHIR

The following descriptions refer to the map of Linhir located in the center section of this module.

1. The Little Falls of the Gilrain. (Off map to northwest.) Located only three miles upstream, these falls mark the point where the Gilrain leaves the higher hill country. Here, the river tumbles over three cataracts and drops over sixty feet in the space of ten yards.

2. The Narrows. This rocky ravine channels the Gilrain's considerable volume of water between the Little Falls and the Fords, making upriver travel difficult in the swift current. The force, however, makes this locale ideal for millwork.

3. Falls Gate. Three guards keep watch over these twin gates, which serve as the northernmost entry to town. From here, the Royal Road runs north and westward to the town Ethring and the province of Lamedon (by way of Westpilgrim Pass).

4. The Oat Mill. This mill has five waterwheels and stands 40' over its twin acqueducts.

5. The Rye Mill. One of the four wheels of this mill provides power for the small distillery located on the upper level of the three story structure.

6. The Wheat Mill. This mill grinds new wheat, and its grain prized as the best tasting and most nutritious of Linhir's meals. The miller's name is Pherion.

7. Stone Cuttery. Arthelion's Stoneworks is the largest stone-cuttery between Pelargir and Dol Amroth and handles most of the fine monumental work originating in the region. Stone from western Lebinnen arrives here by way of wagon or flat-bottomed boat. Arthelion, his brother Argemir, his wife Celebriel, and his two young daughters all live on the upper floor.

8. Lumber Mill. Most of the wood for Camargil's Mill is floated down the Gilrain or hauled in by wagon from the southern foothills of the White Mountains. Camargil's wife, two sons, and three daughters reside in one wing of the mill's upper two stories.

9. Mint. The Linhir Mint produces copper coins and, on occasion, some silver currency. It is guarded by a six-man garrison that operates in pairs of eight hour shifts. Although commanded by the Coin-master Arcambion (see #29), they report directly to the Lord of Linhir.

10. Cloth Mill. Borgil's Clothworks manufactures a wide variety of materials, including carefully dyed cloths and small rugs. The widower Borgil is too old to operate the business, so his son Borohir runs the mill.

11. Graineries. Linhir's two-story grain stores are diligently tended. Each grainery houses huge steel-girdled jars, which hold most of the grain. Long-term supplies are placed in huge bins set into the ground on the lower floor of each building.

12. Ryepool Inn. Shaped like a horseshoe, the Ryepool Inn is a converted stable and barn. The two story structure is the oldest building in Linhir and dates to the time when the townsite was used as a manor. The young innkeeper Uinarion and his mother Moruthiel run the place efficiently, which is important given the inn's brisk trade. Each of the seven private rooms accomodate one to three lodgers, while each of the three common rooms holds up to a dozen guests. A small tavern, with a usable cellar taproom, provides a modest bill of fare for as many as sixteen patrons.

13. The Gilrain Fords. The river is no deeper than four feet at these two wide fords, both of which have solid, stone riverbeds and good footing. The Gilrain Bridge was erected over the southernmost of the two crossings.

14. Gilrain Bridge. This seven-arched bridge is the only span crossing the Gilrain.

15. Lebennin Gate. The Gondor Road enters Linhir from the east by way of the Lebennin Gate. This paved highway runs eastward to the great port of Pelargir.

16. Long Quay. Running along the Gilrain River bank, the Long Quay runs the length of the town and serves as one of the two main streets in Linhir. A low wall flanks the east (river) side of the road, but a large number of wooden gates permit direct access to the town's docks and quays. Where the Stone Cuttery (see #7) rises in the Mill District, the Long Quay passes beneath the building by way of an arched tunnel.

17. Gondor Road. This paved and tree-lined highway is Gondor's main road, so it is only fitting that it be one of Linhir's principal avenues. Twenty-feet wide, it is a substantial artery. It runs east to Pelargir and southwest along coast of Belfalas, where it eventually winds toward Dol Amroth.

18. War-docks. These two docks can accomodate four small warships. Three are stationed here in time of war and, sometimes, during an uneasy peace. Three guards patrol the docks at all times.

19. Commercial docks.

20. Fishermen's quays.

21. Fishermen's Guildhall.

22. Sunset Gate. The Long Quay exits town through this gate, which is situated along the Gilrain at the southwest corner of town. From this gate, the road runs southwestward along the river- and, later, the bay-side.

23. Inn of the Broken Lute. Operated by Belebragol, a mute musician and war veteran, this inn is reputedly the haunt of Linhir's most unsavory residents.

24. Wanderers' Square. The focus life in the Town Center, this is a small but beautiful plaza.

25. Elefandil the Cooper. Elefandil and his four sons make the finest barrels in Dor-en-Ernil.

26. Manor Square. Vaguely shaped like a seven-pointed star, this open area was once the center of the ancient manor that occupied the site of what is now Linhir.

27. Belfalas Gate. Two small door-gates flank the main entry. Here, the Gondor Road exits the town by way of a drawbridge that spans the dry culvert that serves as Linhir's moat. The highway then swings sothwestward and cuts through Belfalas (indirectly) toward Dol Amroth.

28. The Odd House. Once the home the insane younger sister of the third Prince of Dol Amroth, this fine three-story townhouse is now a tavern. Two small, private guest chambers are located on the third floor, reputedly only for friends of the taciturn innkeeper Eldanon Sarn.

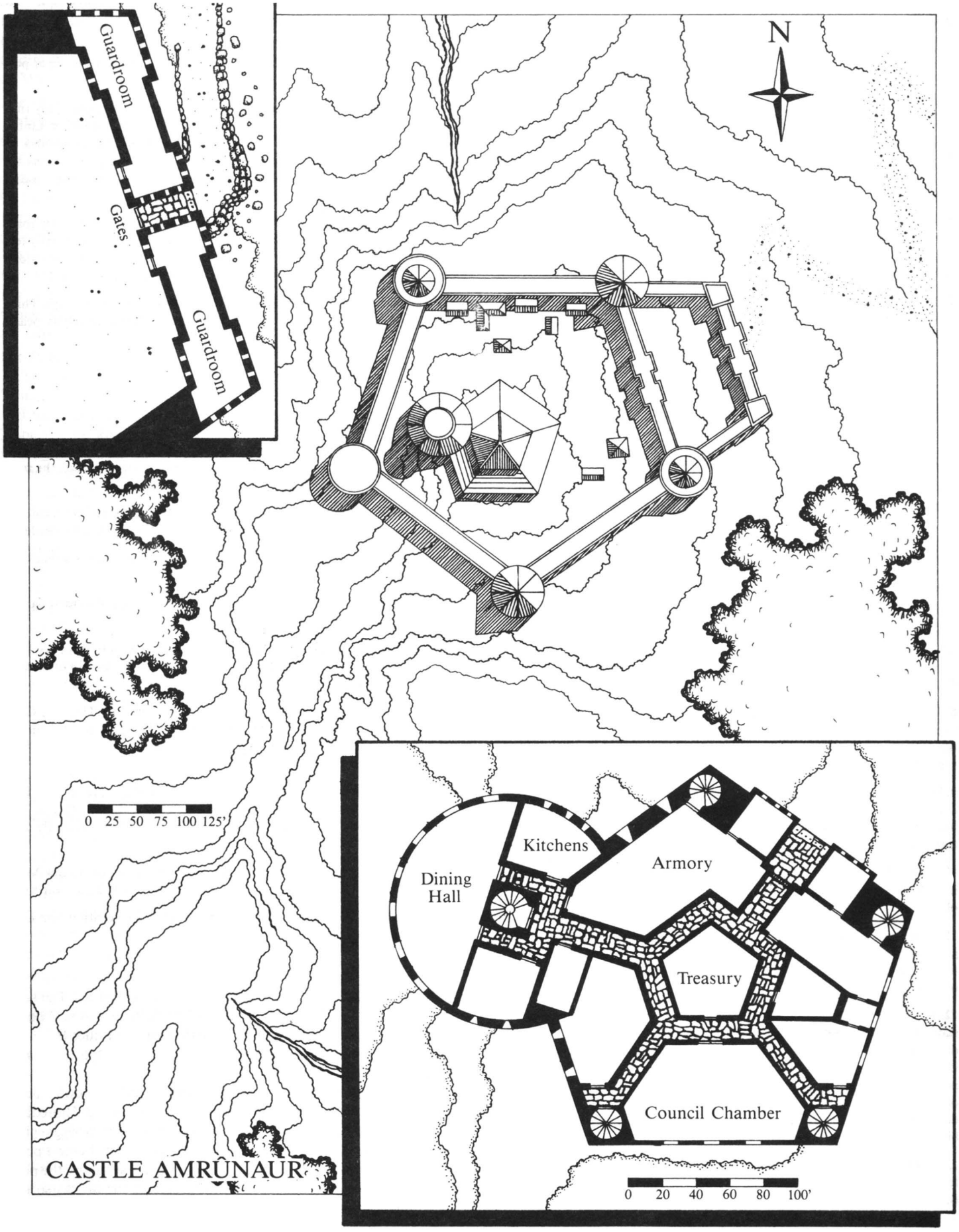
29. Coinmaster's Home. Arcambion, the jovial master of the Linhir Mint, resides here with his wife Silmien and his two daughters Ardaniel and Arsil.

30. Lord's Keep. This stout tower provides lodging for Argirion, the Lord of Linhir.

13.2 CASTLE AMRÛNAUR

Castle Amrûnaur was the first stronghold of the Princes. The keep dates to about S.A. 3419, in the days when Belfalas was still being settled and the Ered Tarthonion marked the frontier. Prince Edhelion built the fortress for two purposes: to guard Cirith Dunrandir and to overawe the Eredrim.

The castle's site reflects both those aims. Standing atop a rocky shelf projecting from the mountain the Eredrim named Thoredarb (W. "Thundermount"), it is accessible only by a roadway zigzagging up the mountainside. Thoredarb is, at 6500', the third highest peak in the Ered Tarthonion. This deep grey mountain rises above the pass at the point where the Cirith Dunrandir crosses the divide, so the castle's battlements command a fine, northward view of the pass.


Guardroom
Gates
Guardroom
N
0 25 50 75 100 125'
Kitchens
Armory
Dining Hall
Treasury
Council Chamber
0 20 40 60 80 100'
CASTLE AMRÛNAUR

Because of the lightning that often strikes its slopes, the Eredrim have always regarded the mountain as an abode of gods. When the Dúnedain were not blasted to dust for the sacrilege of building their citadel on Thoredarb, the Eredrim were cowed, assuming that the Men from the Sea were peerless Mages. In truth, the secret lay in strategically placed lightning rods, a device well beyond Eredan learning.

Castle Amrûnaur's main curtain wall is 50' high and 20' thick, with machicolated battlements. It forms a pentagonal shape; each side is 200' long, joined by round towers. These towers are 80' high, 50' in diameter, have 10' thick walls, and house five interior stories. From two of the towers the curtain wall extends outward to create an additional bailey meeting the road from below. There is a barbican housing the outer iron gate, and another in the curtain wall at the inner end of the bailey. The interior of the main curtain wall is lined with stone buildings: barracks, smithies, stables, kitchens and the like. On the highest point of the shelf is the Castle's great hall. The High Keep of Castle Amrûnaur is attached to the northwest corner of the great hall. It is 125' high and 60' in diameter. Its 12' thick walls support eight floors and a roof. The Warden and the Castle's household Knights have their apartments in the High Keep.

The peacetime garrison of Castle Amrûnaur includes: 5 household Knights and their Esquires; 5-10 Knights and their Esquires serving castle garrison duty; 100 Prince's Yeomen with 5 sergeants and 2 captains; 100 Men-at-arms with 5 Sergeants and one Captain. The retainers number about 100-150. There is also a unit known as the Verderers, Rangers serving the Master Forester. They are not part of the army, but may serve as scouts when needed. They number between 25-30 men (levels 2-10, averaging 5th lvl).

Castle Amrûnaur is the endpoint of a chain of beacons positioned along the southern spurs of the White Mountains. Fiery signals from these castles relay messages between Minas Anor and Dol Amroth within an hour.

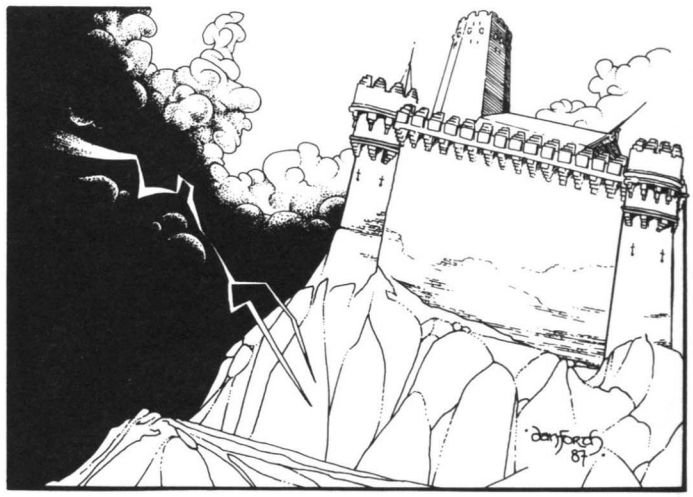
There are two cellar levels beneath the Great Hall at Castle Amrûnaur; the second is now sealed, as it is the catacomb for all the Princes who died here before Dol Amroth Castle was built. The very location of the entrance is a secret known only to the Warden and the Prince.

13.3 A COASTAL TOWER

The Prince maintains a series of towers at strategic points along the Belfalas coast — promontories, cliffsides, islets, and the like. Their function is to alert Dol Amroth of a Corsair landing by flashing a beacon fire, which can be seen by the next tower in the chain and so passed on to Dol Amroth (within a matter of minutes). A watch is continually maintained on each tower's flat machicolated rooftop, where wood for a beacon is stacked. In case of fog or rain interferes with the beacon, each tower houses a warning bell. As a final measure of insurance, the guards also keep several trained birds in a special coop within the upper wall. The birds bear messages to the next tower in line as a means of safeguarding the relay. If the weather is too foul to use the birds, the sea is hardly fit for Corsairs.

The average coastal tower is 90' tall and 50' in diameter. It has 10½12' thick stone walls and five stories. The entrance is on the second floor and is reachable only by way of an exterior stairway. The first floor is used for storage, the second for a kitchen and dining area, the third and fourth for barracks, and the fifth for private quarters of the commander. A round wall, 20' high and 10' thick, encloses the tower and its few stone outbuildings. Surmounted by a crenelated battlement, it has a single oaken, iron-bound gate. The tower is as comfortable as could be expected for an isolated outpost; it is well heated by fireplaces and stocked with several months' worth of good quality provisions.

The tower garrison includes a household Knight as commander, his Esquire, 40 men-at-arms (half archers) and their two sergeants, a low-level Lay Healer (a 2nd-5th lvl Animist/Lay Healer), a blacksmith, and 5-10 servants. During quiet periods the soldiers fish along the coast, sail, and drill. In wartime, the tower serves not only as a warning post but also as rallying point for local militia.



13.4 A MOUNTAIN VILLAGE

Galbigur is one of the larger Eredan villages, and the closest to Castle Amrûnaur. It is situated on a shelf on the leeward side of the main ridge of the Ered Tarthonion. Its terraced farm plots scatter over the virtually treeless grass slope. The village is composed of two parts. The circular fortified section, or "main village," contains nine stone and wood longhouses, all enclosed by an earthen dike. A ditch surrounds the dike, which is topped with a wooden palisade that serves as the town's battlement.

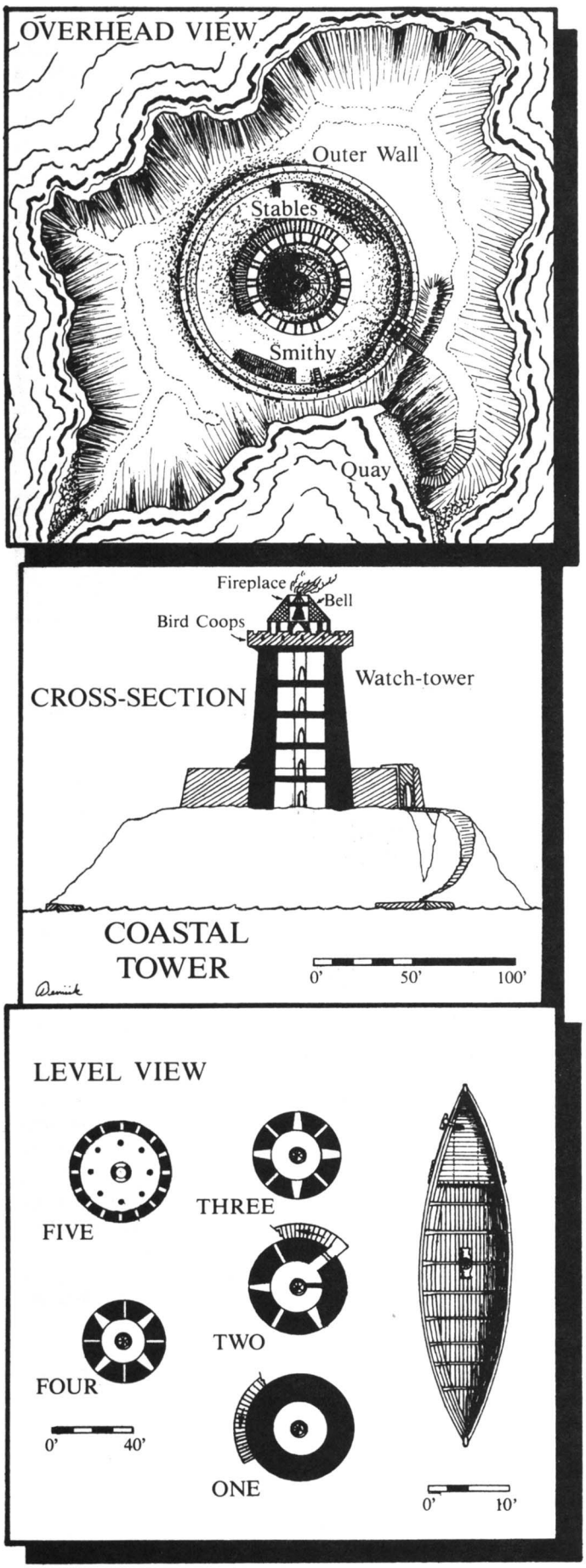
The ditch channels two small streams around the fortifications. These creeks serve as a small moat. Four rude bridges cross the moat and enter the fortifications via 10' tall wooden gates. Inside the walls, the grassy common rises toward a modest height, upon which sits the Chieftain's Great-house.

The longhouses provide lodging for the extended families of the most important figures in the village — the chieftain, the warriors, the blacksmith and the shaman — are built of rough stone with wooden shutters and thatched roofs. They are grouped around the grass and dirt courtyard that serves as the village common. This common is surrounded by standing stones, each of which is capped by a bizarre, squatting, stone statue — a Pûkel-man.

The families in the poorer outer village live in wood frame wattle-and-daub houses, with only a smoke hole in the thatched roof of the single room. These crude homes stand just outside the eastern gate, between the moat and the point where the grassy shelf gives way to the neighboring canyon. Here, the latecomers reside alongside the village's rather numerous poor.

Village Life

Galbigur's residents are mostly herders, but a few farming families obtain grain and vegetables from their hillside plots. Most people, however, tend sheep or goats, although the wealthy maintain small herds of cattle as well. The village has no inn, since travellers are infrequent. Accommodations can be rented in the homes of some villagers. and there is a small alehall in the longhouse to the left hand side of the village's southern gate. This modest hall provides a spot where villagers meet and relax.



Given their proximity to the Castle Amrûnaur, these villagers have some familiarity with the Dúnedain, and though a Dúnadan visitor will initially get a cool reception, he will be spared a knife in the back if he behaves himself. If the visitor treats the important villagers with respect and can wrestle well, he may even win a few friends. Elves are inevitably greeted with fear. Dwarves, however, are feasted (assuming the villagers remember what a Dwarf looks like), and after a Dwarf has mellowed the villagers will cajole him to repair years of accumulated broken weapons and tools.

THE PÛKEL-MEN OF GALBIGUR

Pûkel-men guard the most exalted of ancient Daen Coentis sites. Those of Galbigur date from the time the village was founded, before the coming of the Eredrim. The statues contain spirits and are essentially animated. Between 2' and 5' tall, they look like twisted Woses.

Each is armed with a club or an axe. They become animated only at night, and only if struck or if commanded to awaken by a Shaman (such as Kathog). Once active, they move with cunning and stealth (+75 Tracking, Stalking, and Hiding), and they will attack (OB 90ba/60MBa) anyone who they perceive to be a transgressor. (They generally have an AT of Ch/16, take 150 hits, and have a DB of 25.) These guardians will not, however, leave the vale of Galbigur.

Bleeding and temperature attacks do not affect Pûkel-men (although they bear scars and can erode), nor do they empathize with their foe. Treat all critical strikes against them as one severity level lower than usual (e.g., an "E" becomes a "D"). With daylight, or with the completion of his goal, a Pûkel-man returns to his stone watch, assuming renewed repose.

The Burial Field and the Hill of the Pyre

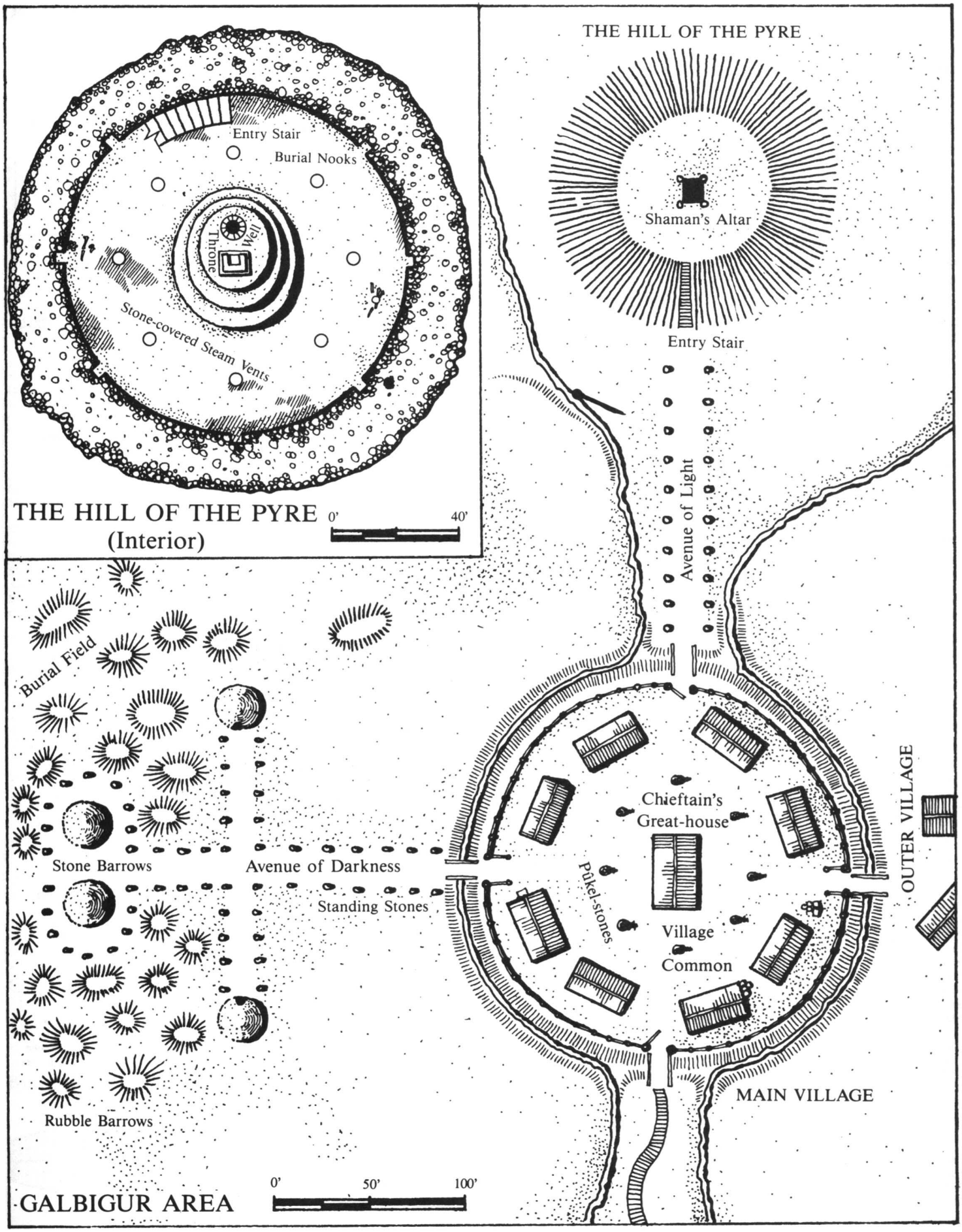
Aside from the outer village, two complexes lie near the walled community. One, the burial field, covers most of the shelf west of town. A straight road connects the burial to the main village. Lined on either side by 6' to 10' tall standing stones, it is a rather impressive (albeit rough) promenade. Galbigur's residents treat the area with reverence for, among the Eredrim, this site is considered the holiest of holy places. The cemetery contains four great stone barrows and a host of smaller "rubble barrows."

The second complex is situated north of Galbigur, at the point where the town's two streams enter the vale. In keeping with the Eredan tradition regarding holy sites, it also stands at the end of an avenue flanked by standing stones. Imposing and terrible, locals call the site the Hill of the Pyre.

13.5 THE HILL OF THE PYRE

During the Dark Years, worship of Sauron flourished among the Eredrim. Men sacrificed to the Evil One at secluded sites in the mountains. Chieftains slew themselves along with their kin to escape old age and ease their fears of death. They were then cremated, their treasures and ashes interred in chambers lodged deep within artificial hills. The Hill of the Pyre, near Galbigur, was the site of many of these hideous Sauronic rituals and, among those remaining in the Ered Tarthonion, it is the most important center of Darkness among the Eredrim.

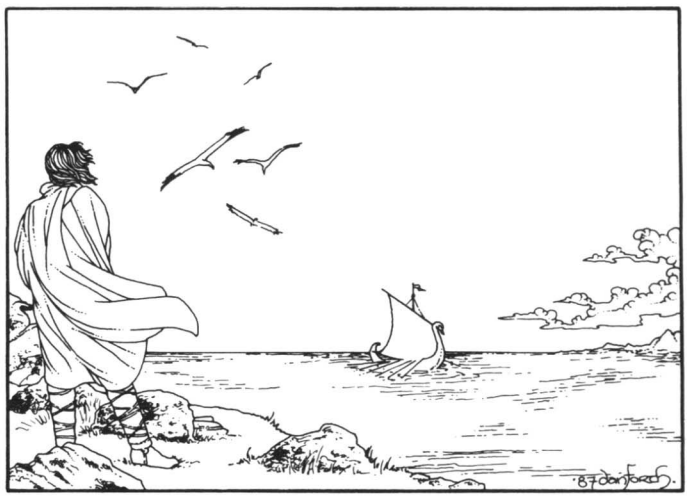
The man-made hillock sits back in the Vale of Galbigur, away from prying eyes. Barren of trees and covered with coarse grass, the Hill seems unassuming. But within its bowels, the Hill bears testimony to Sauron's Evil.


THE HILL OF THE PYRE
Entry Stair
Burial Nooks
Throne
Well
Stone-covered Steam Vents
THE HILL OF THE PYRE
(Interior)
0'
40'
THE HILL OF THE PYRE
Shaman's Altar
Entry Stair
Avenue of Light
Burial Field
Stone Barrows
Avenue of Darkness
Standing Stones
Rubble Barrows
Chieftain's
Great-house
Pukel-stones
Village
Common
OUTER VILLAGE
MAIN VILLAGE
GALBIGUR AREA
0'
50'
100'

Two lines of ancient weathered pillars form a pathway to the base of the Hill. From there, grass-covered steps compose a hidden path up the southern slopes, to a dreadful black altar at the top. This rectangular slab, engraved with evil runes, has a pillar at each corner carven in the shape of a demon. Reddish discolorations on the stone bear witness to the bloodletting that once occurred here — and still does in secret. Beneath the slab lies the stairway entry to the tombs below.

On moonless, overcast nights, Eredrim who have returned to their ancient creed gather here. Fires are lit on the hill's slope, and the high priest of the cult then emerges with his guards and lesser acolytes from the depths of the cavern where ancient treasures lie. Sacrifices, both animals and Men, are dragged to the altar, slain, and cast into the fires. Chanted prayers for power and the destruction of enemies fill the air.

It is nearly impossible to approach the hill undetected. Hidden guards signal with animal cries. Lone intruders are captured. If a large armed force is coming, the Eredrim will swiftly extinguish the fires and disperse. Such is the way of the elusive Eredrim.



14.0 SHIPS

The ships found in the following summaries are described elsewhere in the text. These tables, however, provide the GM with complete picture of the physical character of each design, particularly when compared to other craft.

14.1 SHIPS OF UMBAR

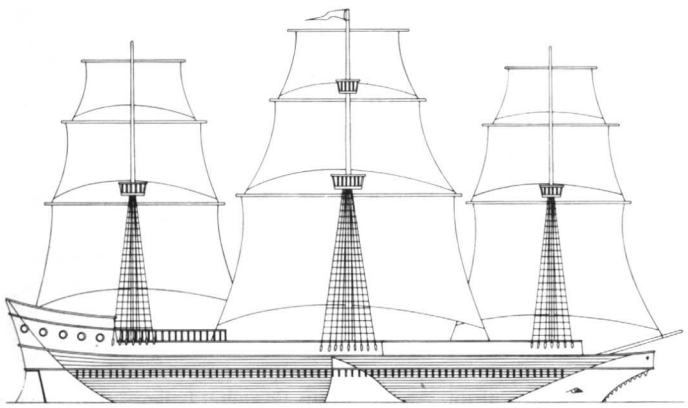
Type:	Raider Dromon	War Dromon	Coast Patrol	Merchant cog	Haradrim Trader
Length:	110'	125-140'	50'	85'	65'
Beam:	14'	18'	11'	25'	14'
Draft:	3'	5'	2'	6'	3.5'
Displacement:	75 tons	175-195 tons	17 tons	200 tons	50 tons
Freeboard:	7'	10'	4'	5'	3'
Keel:	yes	yes	no	yes	yes
Construction:	caravel	caravel	caravel	caravel	caravel
Strength:	moderate	moderate	weak	strong	moderate
Deck:	50%	75%	25%	100%	50%
Forecastle:	10'	20'	4'	12'	none
Midcastle:	none	20'	none	none	none
Aftercastle:	12'	25'	4'	15'	none
Ram:	prow	prow	prow	none	none
Steering:	oar	oar	oar	oar	oar
Total Crew:	160	300-360	35	50(80)	20(40)
Officers:	6	8-10	3	5	4
Soldiers:	30	60-70	5	0(30)	0(20)
Sailors:	24	32-40	5	45	16
Rowers:	100	200-240	22	-	-
Turn Radius:	200'	250'	150'	250'	200'
Turn Speed:	fast	slow	fast	slow	slow
Oar Banks:	2	2	1	-	-
No. Oars:	50	100-120	22	-	-
Rowers/Oar:	2	2	1	-	-
Slow Rowing:	3.5 kts.	3.0 kts.	2.5 kts.	-	-
Fast Rowing:	5.0 kts.	4.5 kts.	3.5 kts.	-	-
Ramming:	6.5 kts.	6.5 kts.	5.5 kts.	-	-
Racing:	7.5 kts.	7.5 kts.	6.5 kts.	-	-
Masts:	1	2	1	1	1
Sail Type:	square(1)	square(2)	square(1)	square(1)	square(1)
Slow Sail:	3.0 kts.	2.5 kts.	4.0 kts.	2.0 kts.	2.0 kts.
Normal Sail:	5.0 kts.	4.0 kts.	5.0 kts.	4.0 kts.	3.5 kts.
Fast Sail:	8.0 kts.	8.0 kts.	8.0 kts.	7.0 kts.	7.0 kts.
Max. Sail:	11.0 kts.	10.0 kts.	10.0 kts.	8.5 kts.	9.0 kts.
Artillery:	one catapult	two catapults, two ballistae	none	none	none
Provisions:	10 days	10 days	7 days	2-3 mos.	1-2 mos.
Cargo:	-	-	-	100 tons	25 tons
Notes:	On small-scale raids, rowers are freemen. In war fleets, most rowers are slaves and captives.			() is wartime capacity	() is wartime capacity

14.2 SHIPS OF DOL AMROTH

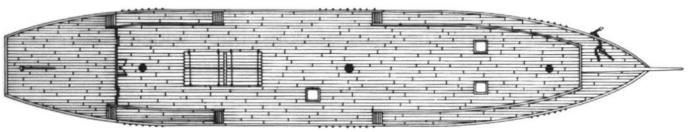
Type:	War Galley	Coast Patrol	Privateer Carrack	Merchant Cog	Transport Cog
Length:	105'	60'	90'	65'	120'
Beam:	17'	13'	25'	20'	40'
Draft:	3'	2.5'	8'	5'	12
Displacement:	85 tons	30 tons	280 tons	100 tons	900 tons
Freeboard:	7'	4'	7'	4'	8'
Keel:	yes	detachable	yes	yes	yes
Construction:	caravel	caravel	caravel	clinker	caravel
Strength:	strong	moderate	strong	moderate	strong
Deck:	75%	50%	100%	100%	100%
Forecastle:	8'	4'	15'	12'	15'
Midcastle:	none	none	none	none	none
Aftercastle:	8'	4'	10'&15'	9'	15'
Ram:	prow	prow	armored bow	none	none
Steering:	oar	oar	rudder	oar	rudder
Total Crew:	195	75	75(150)	30(150)	120(200)
Officers:	7	4	5(10)	4	10
Soldiers:	60	15	0(70)	0(20)	20(100)
Sailors:	20	8	70	26	90
Rowers:	108	48	-	-	-
Turn Radius:	200'	150'	250'	200'	300'
Turn Speed:	fast	fast	slow	slow	slow
Oar Banks:	2	2	-	-	-
No. Oars:	72	48	-	-	-
Rowers/Oar:	2 upper, 1 lower	1	-	-	-
Slow Rowing:	3.5 kts.	2.5 kts.	-	-	-
Fast Rowing:	5.0 kts.	4.5 kts.	-	-	-
Ramming:	6.0 kts.	5.0 kts.	-	-	-
Racing:	7.5 kts.	6.5 kts.	-	-	-
Masts:	1	1	3	1	2
Sail Type:	square(1)	square(1)	square(2) lateen(1)	square(1)	square(3)
Slow sail:	3.0 kts.	3.0 kts.	2.5 kts.	2.0 kts.	1.5 kts.
Normal Sail:	5.0 kts.	4.5 kts.	4.5 kts.	4.0 kts.	3.0 kts.
Fast Sail:	8.0 kts.	7.0 kts.	9.0 kts.	7.0 kts.	7.0 kts.
Max. Sail:	11.0 kts.	8.5 kts.	12.0 kts.	8.5 kts.	8.5 kts.
Artillery:	four ballistae	one ballista	one catapult, two ballistae	none	two catapults
Provisions:	10 days	7 days	2-3 mos.	2-3 mos.	2-3 mos.
Cargo	-	-	120 tons	40 tons	400 tons or 250 men or 50 horses
Notes:	Rowers freemen, not trained for boarding	Rowers freemen, trained for boarding	() is wartime capacity	() is wartime capacity	() is wartime capacity

14.3 SHIPS OF EDHELLOND

Type:	"Celebrist" (Silver Cleaver) Warship	"Aearran" (Sea Wanderer) Trader Galley	'Pelannun" (Sunset Rounder) Carrack
Length;	70'	60'	100'
Beam:	16'	15'	25'
Draft:	2.5'	3'	9'
Displacement:	40 tons	40 tons	350 tons
Freeboard:	3.5'	3.5'	7'
Keel:	yes	yes	yes
Construction:	clinker	clinker	clinker
Strength:	strong	moderate	strong
Deck:	25% & bilges	25% & bilges	100%
Forecastle:	none	none	12'& 18'
Midcastle:	none	none	none
Aftercastle:	none	none	12' & 18'
Ram:	none	none	none
Steering:	oar	oar	rudder
Total Crew:	72	30	90
Officers:	4	3	5
Soldiers:	(60)	(18)	-
Sailors:	8	9	85
Rowers:	(60)	(18)	-
Turn Radius:	150'	150'	250'
Turn Speed:	fast	fast	slow
Oar Banks:	1	1	-
No. Oars:	20	18	-
Rowers/Oars:	2	1	-
Slow Rowing:	4.0 kts.	1.5 kts.	-
Fast Rowing:	6.0 kts.	2.5 kts.	-
Emergency:	7.5 kts.	3.0 kts.	-
Racing:	8.0 kts.	3.5 kts.	-
Masts:	1	2	3
Sail Type:	square(1)	square(1) lateen(1)	square(2) lateen(1)
Slow Sail:	4.5 kts.	4.0 kts.	3.0 kts.
Normal Sail:	5.5 kts.	5.5 kts.	5.0 kts.
Fast Sail:	9.0 kts.	10.0 kts.	9.5 kts.
Max. Sail:	11.0 kts.	13.0 kts.	12.5 kts.
Artillery:	none	none	none
Provisions:	12 days	30 days	2-3 mos.
Cargo:		15 tons	150 tons or 75 passengers
Notes:	() indicate that rowers double as soldiers	()indicate that rowers double as soldiers	Carries Elves to the Undying Lands in the West



PALANRIST (Númenórean design, Pelargir or Dol Amroth)



15.0 ADVENTURES

The following adventures provide a sampling of the sort of action one can find in the Land of the Prince. They can be set at different times. Each takes place at a varying type of site and involves an appropriately unique challenge.

> **NOTE:** *Refer to the Master Encounter Table in Section 16.0 for information regarding random encounters in the region.*

15.1 A BELL IN THE LOST TOWER

Setting: An abandoned Coastal Watch-tower off the southwest shore of Belfalas, circa mid- to late- Third Age. (See Section 13.3 for a description of the site.)

Requirements: A low level party of adventurers capable of dealing with the rough coastal waters.

Aids: A map provided by one of the Prince's Bannerets and a small Long-boat piloted by a guide from the nearby village.

Reward: A purse of 100 gp, plus an opportunity to compete in the next tournament at Lond Ernil (Dol Amroth).

THE TALE

The Tower of Bar Metrast was abandoned after a storm destroyed its modest harbor. A new Coastal Tower, situated up the coast, serves in its stead. Now, however, the Banneret Huandil seeks a key that was supposedly left inside a nook cut into the rim of a bell located in one of the Coastal Towers. Bar Metrast may hold the key, although he plans to search at least a dozen sites. Huandil sends his Knights into the city in search of adventurers who might find and return the prize.

THE ENEMY

The rocks surrounding the tower are guarded by Hunting Lizards, while the tower itself houses three smugglers (one 4th lvl and two 2nd lvl warriors). The smugglers maintain a small, one-masted clinker.

THE TASK

The PCs need to brave the coastal waters, sailing about ten miles off shore. They must then overcome the Hunting Lizards, vanquish the smugglers, and return to town (Linhir of Dol Amroth) with the key. (The key, incidently, opens the door to the Tombs of the Princes.)

15.2 A THEFT IN LINHIR

Setting: Linhir, at any time during the late Third or early Fourth Age.

Requirements: A party of low- to mid-level adventurers willing to test their wits against thieves.

Aids: A rough map of Linhir, and a clue that the innkeeper Eldanon Sarn may know the whereabouts of the local Thieves' Guild.

Reward: One half of all the booty the PCs recover, plus the right to attend Archam's School in Dol Amroth (see 11.35 at OT1).

THE TALE

Arthelion the Stonecutter was robbed and wounded near his mill last night. His brother Argemir seeks information about the identity of the thieves, and he hopes to recover at least some of the 500 gp worth of jewelry that was lost in the robbery.

The thief, Ondilion, escaped and is now staying at Linhir's Ryepool Inn. Argemir pursued him as far as the street near the Odd House. Now that the thief escaped, Argemir is combing the town's inns for adventurers who might aid him in his quest.

THE ENEMY

Linhir's Thieves' Guild is a formidable group. Well-organized, they have many assets and many ways to achieve their ends. The enemy Ondilion, although a member of the Guild, broke Guild rules. No member is permitted to assail an unarmed citizen in the streets at night unless the Guild sponsors the attack or justifiable revenge is involved.

THE TASK

The PCs must discover Ondilion's identity and whereabouts. Then, they can try to recover the jewels or return to Argemir with the information. If they simply return with knowledge but no booty, Argemir will reward them with 10 gp apiece.

15.3 A LIGHT ON THE HILL OF THE PYRE

Setting: The Vale of Galibur, sometime prior to the fall of Sauron at the end of the Third Age

Requirements: A party of medium level adventurers who are capable of dealing with magic.

Aids: A map of Galibur and the surrounding Vale, less any any specific knowledge concerning the nearby Hill of the Pyre.

Reward: A purse of 1000 gp for the head of Kathog, plus two-thirds of all the unclaimed treasure recovered from the Hill.

THE TALE

A traveling juggler named Penrahil recently passed through Galibur, where he had visited a young woman named Olain. One night he arose to refresh himself and, when he walked outside, he saw a fire atop a neighboring hill. Curious, he headed across the village common. He mad his way up the slope to the battlement and gazed out toward the strange symetrical height upon which a bonfire blazed.

As he watched, however, Penrahil heard a noise. He saw a group of armed men coming up the slope, and he spotted another group moving toward him along the battlements. Penrahil saw no alternative but to dive over the battlement. This he did, and he tumbled into a stream. Recovering and making his way across the Vale, he escaped.

Penrahil's curiosity led him to investigate this occurence in Dol Amroth. He discovered clues leading him to believe that the Hill was a site of Dark Worship, and that a Shaman might be staying in Galibur. More important to his own needs, he realized that there might be treasure within the Hill itself. Now, he seeks adventurers willing to help return to the Vale and explore the Hill.

THE ENEMY

Galibur presents a number of obstacles, notably the guards and the Pûkel-men. Kathog himself might be around, making the task considerably tougher.

THE TASK

The PCs need to make their way to Galibur without causing a stir. Either they need to enter town with a careful cover, or they should avoid the settlement. The town, however, may hold helpful clues.

Assuming they make it to the Hill of the Pyre, the PCs must pass into the inner sanctum, recover what they can carry, and escape. Should they be confronted by Kathog, profit lies in slaying him.

15.4 OTHER SUGGESTED ADVENTURES

For Beginning Characters:

1) The Prince's coast patrols have narrowed the location of a suspected smuggler base down to some sea-caves along the Belfalas shore. The site is within a league of a ruined watch-tower. Adventurers are recruited to investigate. The PCs will be entitled to keep all the booty after paying normal import tariffs, and they will receive rewards for any captured smugglers.

2) A relative of a PC is abducted while passing through the Ered Tarthonion. Players must try to locate the abductors, assumed to be mountain bandits, and rescue the captive. Bandit treasure, of course, belongs to the finders. Should the party lack a Ranger, the Warden of Castle Amrûnaur may lend a low-level Verderer, who comes along as a NPC.

3) A privateer captain is hiring hands for a raiding voyage (or, during peacetime, a mission to rescue shipwrecked mariners). It would be an ideal way to escape town, should one of the PCs accidentally anger a nobleman.

For Experienced Characters:

1) The Governor of Linhir, after being repeatedly embarassed by the local thieves, hires the PCs to infiltrate the Guild, posing as smugglers. He may loan some minor magical items if needed. The reward for capturing the Guildmaster would be no less than several hundred gold pieces.

2) A rash of abductions of travellers has plagued the road through the Cirith Dunrandir. In addition, a mysterious seal was dropped at the site of an interrupted robbery, leading the Warden of Amrûnaur to seek an investigation. He hires adventurers to find out what lies behind these events. The loan of some minor magic items and/or herbs might be in order, for if the PCs penetrate far into the mysteries of the Eredrim Sauronic cult, they will be up against powerful and ruthless opponents.

3) A PC has come into possession of a map indicating the location of a treasure buried by shipwrecked Corsairs on Tolfalas. Before the adventurers can set out, however, the original map is stolen. If the owner has been prudent enough to make a copy — or if he can remember the details — a sea adventure lies ahead, replete with a race for the treasure against unknown antagonists. Exploration of a wilderness island is at the end of the road, forcing the PCs to avoid both hunting lizards and the King's garrison.

For High-level Characters:

1) War with Umbar is imminent. A PC is commissioned as a Privateer-captain by the Prince. He must hire a crew, outfit a ship, and acquire information regarding Umbar's shipping. Meanwhile, spies of Umbar are watching the harbor in Dol Amroth, and they may try to sabotage the ship or assassinate its Master. Ahead lies high adventure at sea!

2) Court intrigue is afoot. An ambitious Banneret believes that a rival has acquired compromising information about him. (Alternatively, the rival may be trying to unjustly link him to wrongdoing.) PCs connected with the Court are asked to return a past favor by investigating. Secret meetings at the Castle and races between country manors abound. Slowly the webs of conspiracy widen.

16.0 TABLES

16.1 MASTER MILITARY CHART

Name/#	Race	Lvl	Hits	AT	DB	Sh	Gr	Melee	Missile/ Secondary	Mov	M	Notes
DAGARIM ERNIL (Prince's Army)												
The Prince's soldiers wear silver armor and a blue surcoat emblazened with a Silver Shield (roundal) or the (White) Silver Swan of Dor-en-Ernil. Their helms are all crowned with a Silver Swan, and their blue, leather-faced shields are also embellisheed with the symbol of the Prince's House. Rank is determined by the color of a man's cloak and plumage. Bannerets, of course, are allowed completely distinct liveries, although a blue surcoat is required.												
The Prince's Navy is composed of 20-25 Captains, 90-120 Officers, and 800-1000 Seamen. Use stats for Captains, Sergeants, and Men-at-arms respectively, but note that naval troops use AT RL/9.												
Bannerets/4-5	Dúnadan	16	165	Pl/19*	50	Y10	(A/L)	160bs*	165cp*	10		Warriors.
Bannerets are Arequain (High Knights), and the they are the Prince's elite vassals. Each knows one base Animist list (to 5th lvl) and has 32 PP (x2 x16). Their +10 plate mail wears as AT 10. They carry +10 oval shields, +10 Long swords (enkit), colored lances, short swords (enkit), and have four loyal War-horses (only two of which accompany them, and only one of which is armored at a given time).												
(War-horses/40)	Great-horse	4	170	SL/3	30	—	—	LTr70	—	30		Heavy horse, yet very fast.
When armored they are merely fast and have a +10 MM bonus, but they defend as AT 15 (-10).												
Guard/3-5	Dúnadan	13	150	Pl/19*	40*	Y10	(A/L)	145bs*	150cp*	5		Warriors.
These Requain compose the Prince's personal guard. They are old or experienced Knights, Men still fit and wily, but who are exceptionally loyal and experienced. They wear silver helms and carry +10 round-shields and +10 weapons, including a lance, spear, and short sword (eket). Most are fluent in four to six languages: Westron, Sindarin, Silvan Elvish, Adûnaic, Haradaic, and Dunael.												
(War-horses/9-20)	Great-horse	4	160	SL/3	25	—	—	LTr65	—	25		Heavy horse. Extremely
durable and fast. Only one is taken on campaign. One is stabled in the Sea-ward Tower and the others are stabled at the main Castle.												
Knights/150-200	Dúnadan	9	125	Pl/19*	35*	Y5	(A/L)	125bs*	115cp*	5		Warriors.
Basic Knights, they form Dor-en-Ernil's elite cavalry. They maintain manors in various parts of the Prince's fief (e.g., in the Nan Requain) and owe loyalty to a Banneret or directly to the Prince. They carry +5 round-shields and +5 weapons. Each owns two to three war-horses.												
(War-horses/500)	Great-horse	4	155	SL/3	25	—	—	LTr60	—	25		Heavy horse.
Durable and fast. Only one goes on campaign with his Knight.												
Esquires/150-200	Dúnadan	4	75	Ch/15	35	Y5	-/L	85ml	80cp	10		Warriors.
The Esquires compose the Prince's force of medium cavalry. Well-trained, they are fine horsemen and adept bowmen. Each uses a lance and a long sword (anket) as his primary tools. They carry two daggers and a short sword (eket).												
Horses/450-600	Med. Horse	3	145	SL/3	20	—	—	LTr50	—	20		Medium horse. Tough and
fast, they operate effectively in most terrain. A third of these horses are kept as a replacement reserve.												
Captains/20-25	Dúnadan	9	125	Ch/15*	40	Y5	(A/L)	120bs*	96cp*	10		Warriors.
They command large groups of the Men-at-arms. Some use horses akin to the Esquires'. They wield a +5 spear (or war-lance) and a shortsword (eket), in addition to their longsword.												
Sergeants/100-125	Dúnadan	6	100	Ch/14*	35	Y5	A/L	110bs*	73cp*	10		Warriors.
They command small groups of the Men-at-arms. Some use horses akin to the Esquires'. They wield a +5 spear (or war-lance) and a shortsword (eket), in addition to their longsword.												
Men-at-arms/2000-2500	Dúnadan	4	75	Ch/13	40	Y5	N	87bs	62sp	10		Warriors.
Trained with pike and sword, they compose the main body of the army.												
Yeoman Captains/5	Dúnadan	8	115	Ch/13*	15	N	N	96bs	120lb	15		Warriors.
They command large groups of Yeomen. Each has a +15 bow.												
Yeoman Sergeants/15	Dúnadan	6	95	Ch/13*	10	N	N	78bs	105lb	10		Warriors.
They command small groups of Yeomen. Each has a +10 bow.												
Yeomen/300	Dúnadan	4	70	Ch/13	5	N	N	62bs	92lb	10		Warriors.
Trained with the bow, they are the Prince's missile troops. Each has a +5 bow.												
Verderers/25-30	Dúnadan***	9	110	RL/9	35*	Y	N	101bs	88lb	20		Rangers.
These elite Rangers roam the wild lands of Dor-en-Ernil. They base out of remote fortresses and castles. Most live off the land and employ Nature Signs as a way of communicating. Each is equipped with +10 armor and possesses knowledge of 6 base Ranger lists (to 10th lvl).												
Militiamen/4000	Mixed Mannish	2	40	SL/5	25	Y	N	56bs	41sb	5		Warriors.
These men compose the levy, the light infantry.												

Name/#	Race	Lvl	Hits	AT	DB	Sh	Gr	Melee	Missile/ Secondary	Mov M	Notes
CORSAIRS/HARADRIM											
Captains/?	Black Númenórean	13	150	RL/10*	55*	Y10	(A/L)	155bs*	150cp*	15	Warriors.
These formidable Corsair Captains command multi-masted ships based out of Umbar. They carry +10 round-shields and +10 weapons, including a composite bow, spear, and shortsword (eket). Most are fluent in numerous languages: e.g., Haradaic, Apysaic, Westron, Sindarin, Silvan Elvish, Adûnaic, Dunael, etc.											
Captains/?	Haradan	12	145	RL/10*	50	Y10	(A/L)	140bs*	140cp*	10	Warriors.
Haradan Captains, equipped similar to the Corsairs (see above).											
Sea-rangers/?	Dúnadan***	9	105	RL/9	30*	N	N	106fa	83cp	20	Rangers.
Sea-rangers captain small Corsair vessels such as coast patrol (1 mast caravels) or coastal raiders (1 mast clinkers). They are masters of the weather, signalling skills, and navigational techniques. When ashore, most live off the land and employ Nature Signs as a way of communicating. Each is equipped with a +10 Kine-hide breastplate and possesses knowledge of 5 base Ranger lists (to 10th lvl).											
Privateers/?	Mix of Men***	7	65	RL/9	20	N	N	69ss	88cp	20	Rangers.
These semi-independent captains resemble the better-trained Sea-rangers. They know 4 Ranger base lists (to 10th lvl).											
Sea-warriors/?	Mix of Men***	3	50	SL/5	35	Y	N	74ss	49sb	10	Warriors.
These seaman come from a host of backgrounds and possess a wide variety of skills. Many are trained oarsmen.											
MOUNTAIN FOLK (Eredrim)											
Chieftains/25	Eredan**	7	65	Ch/15	30	Y	(A/L)	105ml	86sb	10	Warriors who have attained
status of Chieftains. They lead armies of villagers in times of war, but normally their force consists solely of personally-bound warrior-retainers. Most ride small, sturdy, hairy horses, beasts related to those found in Eriador, Rhovanion, or Rhûn. They are well-suited to the mountainous terrain climate and climate.											
Shamen/5	Eredan**	7	54	No/1	10	N	N	45ha	45ha	10	Animists.
They know 4 Base Animist lists and 1 Open Channeling list (to 10th lvl). All carry wands or staves capped by potent, magical gems. These devices are +4 spell adders or x3 spell multipliers. They have 14 PP.											
Warriors/250	Eredan**	5	65	RL/9	25	Y	N	90sp	50sb	10	Foot-soldiers of the Warrior
class. Highly motivated and well-trained for individual combat. Poor organization.											
Villagers/1800	Eredan**	2	40	No/1	20	Y	N	46sp	46sl	0	Warriors of lower classes.
Tough and fierce if cornered, but poorly trained and undependable.											
MOUNTAIN BANDITS (Gaurhoth-in-Ered)											
Leaders/10-25	Mixed Mannish	4	58	Ch/13	25	Y	N	79ha	54sb	10	Rogue/scouts. These thieves
come from all over and have varying backgrounds. Some are Eredan mountain folk; others are lowlanders; some are Dúnedain. (See 5.0 and 8.8.) Each has 4PP and a +2 spell adder (bracelet), and they each know one open Channeling spell list (to 5th lvl).											
Warriors/50-125	Eredan	3	52	RL/10	30	Y	N	74sp	51sb	10	Warriors.
Many use low lvl poisons and all like to ambush their prey. (See 8.8.)											
SMUGGLERS											
Scouts/25-50	Mix of Men***	4	57	SL/5	30	Y	N	79bs	54cp	15	Rogue/scouts. Tough lot
drawn from various backgrounds, they control the smuggling activity around Dor-en-Ernil. Most have 7PP; all possess a x2 spell multiplier or a +3 spell adder (usually a cloak-pin), and they each know one open Channeling spell list (to 5th lvl). (See 8.6.)											
Smugglers/300?	Mixed Mannish	4	60	SL/5	35	Y	N	82bs	57cp	15	Warriors. Some are loyal to
pirates or privateers; others owe allegiance to virtually no one. (See 8.6.)											
THIEVES											
Guild Leaders/2	Dúnadan	10	81	No/1	20	N	N	95ss	87da	20	Scouts/thieves. Each knows
3 Open Essence lists (to 10th lvl).											
Warrior Monks/?	Dúnadan	6	70	No/1	35*	N	N	71ss	78da	25	Warrior Monk/scouts.
Usually are their Guild Leader's loyal bodyguard. Each has 12 PP (x2 x6) and a x2 multiplier or +3 spell adder (neckband) which has a 50% chance of foiling neck criticals. They know 1 open Essence spell list (to 5th level). They have 9th rank ambush skills. (See 8.7.)											
Thieves/?	Mix of Men***	4	51	No/1	15	N	N	74ss	59cp	10	Thieves/scouts.
Disenchanted folk of various backgrounds, they control the larcenous activity in Dor-en-Ernil's towns and more settled countryside. Most have about 4PP; all possess a x2 spell multiplier or a +3 spell adder (usually a ring), and they each know one open Essence spell list (to 5th lvl). (See 8.7.)											

* — Armor or weapon is magical or specially made.

** — Treat Eredrim as Dunlendings. An Eredan is akin to a Dunlending in both culture and physical character.

*** — Men of Haradan, Black Númenórean, Dúnadan, and/or Mixed Mannish (urban and rural men) varieties.

Codes: The statistics given describe each type of combatant. Some of the codes are self-explanatory: **Race**, **Lvl** (level), **Hits**, **Sh** (Shield), and **Mov M** (Movement and Maneuver bonus). For descriptions of the more complex statistics see The Master NPC Chart, 12.2.

Note: Uruk-hai and Olog-hai can operate freely in daylight. Lesser Orcs (Yrch) fight with a subtraction of -100 in true daylight and -25 in magical or enchanted daylight; normal artificial light will not bother them. Hungry Orcs may eat the enemy and/or their own dead. Stone-trolls turn to stone in real or magical daylight. Other lesser Trolls operate as lesser Orcs.

16.2 MASTER NPC CHART

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Notes
COURT OF DOL AMROTH									
Celdrahil	25	170	Pl/19	55	Y15	N	185bs	165lb	Dúnadan Warrior/Fighter, Prince of Dol Amroth
Ag90, Co96, SD71, Me76, Re68, St93, Qu91, Pr89, Em80, In65. Climb70, Swim76, Ride70, Traps55, S/H65, Perc68, Amb14, 4 AMoves at +70, Pub Spking45, Sailing40, Navigation35, Dance35. +25 broadsword *Nárvorn*, +10 RR vs. spells, casts any spell from *Light Law* list to 10th lvl 3x/day, heirloom of the House of Dol Amroth; +20 Mithril half plate; +15 shield; Medallion of Forewarning, gives 1 rnd warning from attackers within 100'; knows one base animist list to 5th lvl.									
Meriel	15	65	No/1	5	N	N	60da	20lb	Dúnadan Animist/Seer, Lady of Dol Amroth
Ag91, Co82, SD93, Me72, Re79, St58, Qu85, Pr97, Em82, In99. Climb25, Swim30, Ride54, Pub Spk45, Dance 55, Sing60. 30PP. Ring of Warding, +3 PP, +15RR vs. Essence spells; +15 dagger, +25 vs. evil, glows blue within 100' evil.									
Haldarion	20	157	Ch/16	20	N	A/L	170ba	160lb	Dúnadan Warrior/Fighter, High Warden
Ag89, Co96, SD69, Me76, Re72, St98, Qu93, Pr86, Em79, In70. Climb60, Swim72, Ride70, Traps55, Locks50, S/H70, Perc70, Amb10, 4 AMoves at +60, Subd45. +20 Mithril chain haubrek; +20 Mithril blade battle axe.									
Saerol	18	60	No/1	5	N	N	55qs	5lb	Dúnadan Mage/Astrologer, Lord Counselor
Ag74, Co84, SD73, Me90, Re89, St64, Qu55, Pr96, Em69, In98. Swim40, Ride40, Perc50, Navigation65, Math60, Star-gazing66,.36PP. Staff of Power, x3PP, x2 endurance; Mirror of Far Visions, allows communication with Curunir(Saruman); Glasses,x3 perception.									
Nerumir	12	55	No/2	5	N	N	45da	5lb	Dúnadan Mage/Illusionist, Castle Chamberlain
Ag82, Co76, SD73, Me89, Re99, St52, Qu69, Pr79, Em91, In84. Climb10, Swim45, Ride45, Traps35, Locks30, S/H15, Perc40, Pub Spking30, Falsification45. 24PP. Cloak of Empathy, +2PP, *Charm Kind* 3x/day; +15 dagger.									
Ceren	16	120	RL/10	35	Y10	A/L	75bs	60lb	Half Elven Ranger, Master Forester
Ag88, Co98, SD90, Me68, Re94, St79, Qu89, Pr90, Em90, In99. Climb55, Swim45, Ride68, Traps25, Locks35, S/H74, Perc56, Amb8, 2 AMoves at +40, Foraging54, Tracking68, Star-gazing56, Subduing 50. +15 longbow, 2x fire rate; Elven Cloak, +25 Stalk/Hide.									
Farandir	15	75	Ch/13	45	Y10	N	75fa	55lb	Half Elven Bard, Chief Minstrel
Ag72, Co84, SD60, Me93, Re81, St74, Qu86, Pr98, Em77, In58. Climb45, Swim35, Ride50, Locks20, S/H55, Perc40, 2 AMoves at +40, Music 60, Singing65, Acting60. 30PP. Harp of Enchantment, *Charm Song* 3x/day; +15 falchion, +25 vs. Orcs.									
Dairos	17	165	Pl/19	20	N	N	175th	155cb	Dúnadan Warrior/Fighter, Captain-general
Ag88, Co94, SD72, Me67, Re72, St100, Qu90, Pr69, Em58, In83. Climb50, Swim60, Ride70, S/H55, Perc60, Amb12, 4 AMoves at +50, Acrobatics50, Signaling45. +15 half plate; +20 Mithril 2 handed sword; Helm of Invulnerability, negates head but not eye crits. Knows one base animist list to 5th lvl.									
Edrahil	16	145	Ch/16	50	Y10	N	164bs	146cb	Dúnadan Warrior/Fighter, Heir Apparent
Ag84, Co92, SD59, Me71, Re68, St95, Qu89, Pr90, Em72, In67. Climb45, Swim65, Ride65, S/H55, Perc50, Amb10, 4 AMoves at +45, Sailing 45, Seduction40. +20 Mithril chain mail; +15 broadsword, always wins initiative; Gauntlets of Skill, -10 on fumbles; knows one base animist list to 5th lvl.									
Arûkhor	15	150	Ch/16	45	Y10	N	150ma	140lb	Dúnadan Warrior/Fighter, Banneret
Ag86, Co91, SD62, Me70, Re83, St96, Qu87, Pr73, Em69, In58. Climb60, Swim50, Ride60, S/H60, Perc45, Amb11, 3 AMoves at +40, Subduing35, Caving45. +15 chain mail; +20 Mithril mace, +30 vs. evil channeling users; Helm of Recovery, -1 rnd from stun results; knows one base animist list to 5th lvl.									
Marados	14	153	Pl/19	45	Y10	N	140bs	135sb	Dúnadan Warrior/Fighter, Banneret
Ag87, Co93, SD48, Me77, Re69, St97, Qu86, Pr92, Em63, In87. Climb50, Swim55, Ride70, S/H45, Perc40, Amb9, 4 AMoves at +45, Seduction 50, Frenzy 40. +15 half plate; +20 mounted lance, Lebethron shaft, Mithril head, 165ml total; Amulet of Attraction, 2x Seduction bonus 2x/day.									
Marahil	16	140	Ch/16	45	Y10	N	130bs	110lcb	Half Elven Scout/ Rogue, Banneret
Ag98, Co80, SD86, Me78, Re89, St91, Qu87, Pr78, Em69, In73. Climb60, Swim65, Ride70, Traps65, Locks70, S/H75, Perc75, Amb25, 4 AMoves at +50, Subduing50, Trickery65. 16PP. 2 *Open Essence* lists to 5th lvl. +15 chain mail; +20 Mithril broadsword, +30 vs. Essence users; Ring of Impersonation, allows wearer to impersonate 1 person 8hrs/day, must study person for 1 minute, -50 to detect impersonation.									
Terieth	18	53	No/1	0	N	N	45qs	—	Dúnadan Animist/Lay Healer, Court Physician
Ag78, Co71, SD93, Me81, Re88, St47, Qu59, Pr97, Em91, In88. Swim20, Ride25, Perc40, Gardening65, Animal Healing50, Foraging 35. 36PP. Staff of Lore, +3PP, casts any spell from *Plant Mastery* list to 10th lvl.									
CITY OF DOL AMROTH									
Camlin	18	149	Ch/16	50	Y10	N	160wh	145cb	Dúnadan Warrior/Fighter, Warden of Dol Amroth
Ag80, Co96, SD78, Me71, Re67, St94, Qu86, Pr76, Em58, In77. Swim40, Ride45, S/H35, Perc55, Sailing40, Anml Healing25, Foraging 35. Pub Spking35. +20 Mithril chain mail; +20 war hammer; +15 composite bow. Amulet of Office, *Weather Predic.* 1x/day.									
Amondil	17	95	RL/10	40	Y10	A/L	70ma	25lb	Dúnadan Animist/Cleric, Squire of Dol Amroth
Ag64, Co82, SD76, Me97, Re73, St85, Qu67, Pr83, Em78, In93. Swim45, Ride35, Perc40, Runes70, Chnlng90, Sailing30, Trading40, Pub Spking30, Wthr-wtching45. +10 leather Breastplate of Office, x2 Pub Spking 3x/day; +10 mace, *Disease Purification* 3x/day. 17PP. Ring of Winds, x2PP, casts any spell from *Nature's Lore* list to 10th lvl.									
Amarthion	16	68	No/1	0	N	N	65ha	20lcb	Dúnadan Mage/Alchemist, Master Shipwright.
Ag76, Co63, SD71, Me82, Re93, St77, Qu59, Pr70, Em90, In86. Swim40, Runes65, St/Wnd58, Perc35, Sailing72, Nav63, Woodwrking77, Smithing40, Ropemstry68. 16PP. Axe of Craft, +20 hand axe, +30 to Woodwrking, casts any spell from *Water Law* list to 10th lvl 3x/day; Compass True, x2PP, +25 to Navigation.									
Fanariel	11	67	No/1	0	N	N	25da	—	Mixed Mannish Mage/Magican, Wealthy Widow
Ag65, Co75, SD78, Me57, Re95, St48, Qu62, Pr93, Em91, In83. Runes99, Stv/Wnd86, Dir Spls97, Perc20, Seduction45, Dance47, Acting37, Weaving42. 11PP. Knife of the Weaver, x3PP, +10 dagger, +25 to skills involving thread or cloth; Caldron of Craft, cloth dyed within will be of excellent quality, *Rune III* 2x/day with 1 square foot of cloth substituting for rune paper.									
Eldahil	7	63	No/1	10	N	N	88ss	66lcb	Dúnadan Scout/Rogue, Master Brewer (Spy)
Ag92, Co81, SD53, Me62, Re82, St91, Qu90, Pr62, Em55, In76. Climb57, Swim42, Ride40, Traps53, Locks50, Amb7, S/H49, Perc51, Sailing36, Falsification37, Trickery46. Cup of the Brewer, cools liquids to 48 degrees, casts any spell from *Physical Enhancement* list to 5th lvl 3x/day.									
Círdus	10	76	SL/5	20	N	N	95bs	84da	Dúnadan Scout/Thief, Theater Master
Ag90, Co78, SD81, Me76, Re67, St73, Qu94, Pr86, Em70, In58. Climb75, Swim30, Ride60, Traps72, Locks70, Amb10, S/H75, Runes25, Perc75, Trickery50, Acting62, Acrobatics55, Pub Spking42. +15 leather jerkin; Mask of the Stage, casts any spell from *Illusions* list to 5th lvl 2x/day.									

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile OB	Notes
Curudur	12	128	RL/10	50	Y15	A/L	120bs	100cb	Dúnadan Ranger, Master of Archam's School
Ag85, Co91, SD78, Me68, Re74, St84, Qu77, Pr69, Em58, In92. Climb88, Swim45, Ride90, Amb6, S/H82, Track92, Perc88, Sailing48, Foraging75, Skiing56, Tumbling63. +10 leather breastplate; +15 shield; 3 Arrows of Fire, if target is hit add a *Fire Ball* spell attack; Cloak of Guises, casts any spell from *Nature's Guises* list to 10th lvl 3x/day.									
Tarminion Spá	12	72	No/1	0	N	N	20da	—	Dúnadan Mage/Alchemist, Master Alchemist
Ag68, Co71, SD73, Me82, Re93, St56, Qu74, Pr85, Em96, In84. Swim20, Locks25, Runes98, St/Wnds97, Perc72, Leather-working57, Math52, Stone-carving, Rope-mastery67. 24PP. Ruby ring, x2PP, permanent *Detect Essence* spell. Mortar & Pestle of Skill, casts any spell from *Plant Mastery* list to 6th lvl 3x/day.									
Nimrilien	7	62	RL/9	10	N	N	89ss	67da	Dúnadan Scout/Thief, Bandit Leader
AG92, Co76, SD68, Me53, Re72, St70, Qu91, Pr84, Em77, In82, Swim45, Ride40, Traps52, Locks49, S/H56, Amb7, 3 AMoves at +40, Trickery42, Dance35. +5 short sword; Deck of Tricks, marked deck, +25 to trickery bonus 3x/day.									
TOWN OF LINHIR									
Argirion	20	142	Pl/19	60	Y15	N	160bs	125lb	Mixed Mannish Warrior/Fighter, Lord of Linhir
Ag94, Co92, SD78, Me71, Re82, St98, Qu89, Pr86, Em78, In67. Climb60, Swim70, Ride75, S/H70, Perc70, Amb14, 4 AMoves at +60, Subduing40, Pub Spking45. +20 Mithril half plate; +15 broadsword, +25 vs. evil men.									
Arcambion	11	53	No/1	0	N	N	30da	—	Dúnadan Mage/Alchemist, Coinmaster
Ag86, Co76, SD69, Me71, Re94, St81, Qu55, Pr73, Em90, In67. Swim30, Ride25, Locks45, Perc30, Runes89, Smithing40, Math35. 11PP. Emerald Ring, x2PP; Scale of Assaying, subjects items placed in it to an *Item Lore* list spell to 5th lvl 3x/day.									
Uldros	13	77	RL/10	20	N	A/L	131ra	91lcb	Mixed Mannish Scout/Thief, Thieves' Guildmaster
Ag96, Co81, SD76, Me73, Re69, St76, Qu93, Pr84, Em58, In86. Climb80, Swim55, Ride60, Traps70, Locks70, S/H75, Perc80, Amb25, 3 AMoves at +55, Trickery50, Falsification45, Acting45. +20 Mithril rapier; Master Lockpick kit, +30 to open; Boots of Agility, +15 for moving maneuvers.									
Eldanon Sarn	7	58	RL/10	10	N	A/L	92ss	42sl	Mixed Mannish Scout/Rogue, Burning Stone Innkeeper
Ag90, Co77, SD54, Me67, Re74, St96, Qu92, Pr76, Em75, In68. Climb62, Swim33, Ride42, Traps50, Locks55, Track30, Perc50, Amb8, 3 AMoves at +40, Sailing35, Trading30, Trickery40, Acrobatics40. Opal earring, casts any spell from *Essence Perceptions* list to 5th lvl. 3x/day.									
Belebragol	8	72	No/1	5	N	N	53bs	62sl	Mixed Mannish Bard, Broken Lute Stone Innkeeper
Ag81, Co69, SD62, Me90, Re71, St76, Qu81, Pr92, Em48, In88. Climb42, Swim38, Ride47, Locks48, Runes63, Perc64, Music70, Cookery58, Acrobatics35. 8PP. Tuning fork, x2PP, +20 to Music bonus.									
EDHELLOND									
Tharúdan	25	103	No/1	25	N	N	116qs	55lb	Sinda Mage/Alchemist, Master of the Haven
Ag90, Co93, SD91, Me93, Re97 St86, Qu97, Pr88, Em98, In86. Climb45, Swim82, Ride62, Traps52, Locks60, S/H58, Perc87, Sailng90, Nav86, Weathwtch87, Sgnlng77, Wdcrvng83, Ropemstry88 +15 longbow. 50PP. Staff of Power, x3 PP, +20 Melee OB, 1x/day makes any ship intelligent for 24 hrs; Flask of Master Alchemist, 1x/day transforms 1 quart liquid into any other liquid.									
Vasariel	14	78	No/1	25	N	N	30da	20sb	Sinda Mage/Magician, Councilor
Ag86, Co93, SD91, Me93 Re97, St87, Qu96, Pr95, Em100, In89. Climb15, Swim70, Ride35, Traps25, Locks25, S/H30, Perc55, Runes76, St/Wnds80, Sailng66, Wtherwtch74, Math56. +10 dagger. 42PP. Necklace of Defense, x2 PP, casts any spell from *Protections* list to 10th lvl 3x/day. Mask of Waterbreathing, water breathing 8 hours/day.									
Faleriod	11	98	RL/10	25	N	A/L	65qs	15lb	Sinda Animist/Healer, Councilor
Ag90, Co76, SD97, Me100, Re89, St79, Qu95, Pr92, Em88, In99. 22PP. Climb25, Swim62, Ride30, Traps5, Locks10, S/H35, Perc40, Animal Healing50, Firstaid54, Meditation45, Star-gazing35. 22PP. Ring of Renewal, +3 PP, doubles rate of healing of wearer; 1 clove of Oiolosse.									
Galandeor	13	137	Ch/16	35	Y40	N	135sp	104lb	Sinda Warrior/Fighter, War Fleet Captain
Ag98, Co90, SD75, Me88, Re93, St99, Qu95, Pr89, Em73, In83 Climb59, Swim68, Ride54, Traps69, Locks58, S/H76, Perc87, Amb5, Sailing74, Subduing55, Nav50, Fltching 52, Tracking 45. +20 Mithril chain mail; +20 Mithril bound shield, casts *Shield* spell 3x/day for additional +25; +20 Mithril headed spear, +30 vs. evil.									
Arophel	9	90	RL/11	30	Y10	A/L	81bs	85sb	Silvan Ranger, Councilor
Ag93, Co99, SD82, Me78, Re92, St84, Qu90, Pr68, Em88, In100 Climb35, Swim45, Ride40, Traps35, S/H60, Perc52, Amb6, Cookery50, Tracking 60, Foraging 52, Navigation 53, Rope Mastery50. +15 short bow, x2 range w/max. range mod.; Elven Cloak, +15 Stalk/Hide. . 50' Elven Rope, x2 strength, x1/2 weight.									
OTHER PERSONALITIES									
Hatharya	15	140	Ch/16	45	Y10	N	145sc	95bo	Mixed Mannish Warrior/Fighter, Privateer Captain
Ag99, Co93, SD64, Me85, Re82, St98, Qu95, Pr90, Em77, In89. Climb40, Swim68, Ride35, Traps60, Locks64, S/H58, Perc80, Amb20, Sailing72, Navigation65, Gambling58, Subduing 45, Weatherwatch68; +15 chain mail; +20 Mithril scimitar, +30 vs. sea creatures; Belt of Sea Powers, x2 St bonus when worn above/in water, wearer will not sink.									
Khathog	14	132	RL/10	40	Y10	A/L	65ma	40da	Dunlending Animist/Evil Cleric, Priest of Darkness
Ag78, Co89, SD95, Me98, Re63, St87, Qu90, Pr100, Em90, In97.28PP. Climb35, Swim30, Ride30, Locks5, S/H45, Perc35, Trckry35, Falsification30, Runes60, St/Wnds50. +15 mace, +25 vs. Elves or Dunedain; . 2 +10 daggers of *Elf Slaying*; Staff of the Serpent, +3PP transforms to large snake 1x/day; Pendant of the Dark Gate, evil beings may summons a *Nazûl* 1x/year.									

KEY

Codes: The statistics given describe each NPC; a more detailed description of some of the more important NPC's can be obtained from the main text. Some of the codes are self-explanatory: **Lvl** (level), **Hits**, **Sh** (Shield). The more complex statistics are described below.

AT (Armor Type): The two letter code gives the creature's ***MERP*** armor type (No = No Armor, SL = Soft Leather, RL = Rigid Leather, Ch = Chain, Pl = Plate); the number is the equivalent ***Rolemaster*** armor type.

DB (Defensive Bonus): Note defensive bonuses include stats and shield. Shield references include quality bonus(e.g. "Y5" means "yes, a +5 shield").

Gr (Greaves): "A" and "L" are used to indicate arm and leg greaves respectively.

OB's (Offensive Bonuses): Weapon abbreviations follow OBs: fa—falchion, ss—short sword, bs—broadsword, sc—scimitar, th—two hand sword, ma—mace, ha—hand axe, wh—war hammer, ba—battle axe, wm— war mattock, cl—club, qs—quarter staff, da—dagger, sp—spear, ml—mounted lance, ja—javelin, pa—pole arm, sl—sling, cp—composite bow, sb—short or horse bow, lb—long bow, lcb—light cross bow, hcb—heavy crossbow, bo—bola, wp—whip, ts—throwing star, hb—halbard, ro—Rock (Large Crush). Combatants untrained in a type of weaponry (e.g., Orcs untrained in missile combat) suffer a penalty of -25 when attacking. Melee and missile offensive bonuses include the bonus for the combatant's best weapon in that category.

Stats: Ag—Agility, Co—Constitution, SD—Self-Discipline, Me—Memory, Re—Reasoning, St—Strength, Qu—Quickness, Pr—Presence, Em—Empathy, In—Intuition. For ***MERP***, average Re and Me for Intelligence.

Skills: Most skills are self-explanatory: S/H—Stalking and Hiding, Perc—Perception, Amb—Ambush, 3 AMoves at +40—3 Adrenal Moves at a +40 bonus, Chnlng—Channeling, St/Wnds—Staves and Wands, Nav—Navigation, Pub Spking—Public Speaking, Sgning—Signaling.

16.3 MASTER BEAST TABLE

Type	Lvl	#/Encoun	Size	Speed	Hits	AT	DB	(Primary/Secondary/Tertiary) Attack	Notes
Crocodile									
Small, in water	1	1-10	M	MD/MD	85	SL/7	20	50MBi/30SGr/—	Uses grappling bite to drown foes.
Small, on land	1	1-10	M	VS/MD	85	SL/7	0	30SBi/30SBa/50MBi	If tail bash knocks foe down, then may use MBi attack.
Large, in water	3	1-5	L	MD/MD	120	SL/7	10	80LBi/80MGr/—	Uses grappling bite to drown foes.
Large, on land	3	1-5	L	VS/SL	120	SL/7	0	40MBi/60MBa/80LBi	If tail bash knocks foe down, then may use LBi attack.
Kraken									
Small	15	1	M	MD/MF	150	No/1	50	75MGr/50SPi/—	Up to 4 MGr (tenacles) attacks. SPi attack is beak.
Medium	25	1	L	MD/MD	300	SL/3	40	125LGr/75MPi/—	Up to 4 LGr (tenacles) attacks. MPi attack is beak.
Small	35	1	H	MD/MD	400	RL/4	40	150HGr/90LPi/—	Up to 4 HGr (tenacles) attacks. LPi attack is beak.
Rays									
Electric	3	1-2	L	SL/MD	50	No/1	30	60SBolt/50MBa/Both	SBolt is a shock bolt attack, both 20% of time.
Manta, normal	3	1-10	M	MD/MD	40	No/1	40	40SBa/—/—	Not normally aggressive.
Manta, large	5	1-2	L	MD/MD	90	No/1	20	70MBa/—/—	Not normally aggressive.
Sawfish	4	1-2	L	FA/MD	120	No/1	30	70LCl/50MBa/—	Long snout with 24-32 large teeth.
Stingray	3	1-2	L	MD/FA	45	No/1	40	80whip/60MSt/poison	Tail(whip) attack, then MSt, then poison.
Sea-turtle									
in water	2	1-2	M	MD/MD	90	RL/10	20	50MPi/60SBa/—	If retracted into shell, use Pl/12(-40).
on land	2	1-2	M	CR/SL	90	RL/10	0	20MPi/—/—	If retracted into shell, use Pl/12(-40).
Sea-drake									
Young	10	1	H	FA/FA	250	Ch/12	50	100HBi/60HCl/120HBa	Use large criticals. Also 40HHo & 90waterbolt.
Mature	25	1	H	FA/MF	350	Pl/16	30	110HBi/80HCl/150HBa	Use super-large criticals. Also 60HHo & 120waterbolt.
Old	40	1	H	MF/FA	500	Pl/16	50	130HBi/90HCl/180HBa	Use super-large criticals. Also 80HHo & 150waterbolt.
Sharks									
Small	2	1-20	M	FA/VF	90	SL/4	40	60MBi/—/—	Drawn to blood in the water.
Great White	5	1-5	L	FA/FA	180	SL/4	20	100LBi/—/—	Drawn to blood in the water.
Dolphin	8	2-20	L	VF/FA	80	No/1	40	50MBa/40MBi/—	Very intelligent and playful.
Fell-turtle	15	1	H	MD/MD	250	Pl/19	35	120HPi/140LBa/—	Use Super-large criticals.
Sea-snake	1	1-2	S	SL/FA	10	No/1	40	30TSt/poison	Vicious 6th level nerve poison.
Sperm Whale	12	2-20	H	MF/MF	550	SL/8	40	80HBa/90HBi/70HGr	Use Super-large criticals. HGr is a swallow attack.
Bat	0	1-100	S	VF/VF	4	No/1	60	25Ti/—/—	Will not normally attack unless provoked.
Black Bear	4	1-5	M	F/F	150	SL/4	30	60LGr/70LCl/30MBi	Will not normally attack unless provoked.
Bees/Hornets	1	1-100	S	F/M	1	No/1	40	TSt-10/—/—	In a swarm, the attack is 40TSt.
Wild Boar	3	1	M	F/MF	120	No/4	30	40LHo/30MBa/20MTS	Mean-tempered and solitary. Vicious if cornered.
Golden Eagle	3	1-5	M	F/F	30	No/1	30	45MCl/35SPi/—	Rarely attacks larger creatures (unless helpless).
Great Stag	4	1-4	L	F/F	200	SL/4	20	65LHo/55LBa/—	Found in woods and highland regions.
Wild Goat	2	1-12	M	F/MF	50	No/4	30	40MHo/40MBa/10MTS	Only males have horns to use. Mildly aggressive.
Hunting Lizard	8	1-2	L	MD/FA	140	SL/7	30	90LBi/70MBa/110LCl	If tail bash knocks foe down, then may use LCl attack.
Stone-troll	7	1-5	L	SL/M	120	RL/11	15	80LBa/65LCl/—	Use Large Creature Critical tables.
Young-troll	4	1-4	M	M/M	80	RL/11	10	45LCl/35MBi/—	Of all types.
Rock Viper	1	1-4	S	VF/BF	15	No/1	50	20MSt/Poison/—	Poisonous; attack only if provoked.
Warg	6	1-10	M	VF/VF	150	No/4	50	75LBi/60LCl/—	Operate in packs and will warn Orcs of intruders.
Wildcat	3	1-2	M	VF/VF	70	No/3	50	40MCl/30MBi/—	Cautious, will not attack unless provoked.
Wolf	3	5-15	M	F/F	110	No/3	30	65LBi/—/—	Will not attack groups unless provoked.

Codes: The statistics given describe a typical creature of that type. Most of the codes are self-explanatory: **Lvl** (level), #/Encoun (number encountered), **Size** (Tiny, Small, Medium, Large, or Huge), **Hits**, and **DB** (defensive bonus). The more complex statistics are described below.

Speed: A creature's Speed is given in terms of "Movement Speed / Attack Quickness": C = Creeping, VS = Very Slow, S = Slow, M = Medium, MF = Moderately Fast, F = Fast, VF = Very Fast, and BF = Blindingly Fast.

AT (Armor Type): The two letter code gives the creature's ***MERP*** armor type (No = No Armor, SL = Soft Leather, RL = Rigid Leather, Ch = Chain, Pl = Plate); the number is the equivalent ***Rolemaster*** armor type.

Attack: Each attack code starts with the attacker's Offensive Bonus. The first letter indicates the size of the attack: T = Tiny, S = Small, M = Medium, L = Large, and H = Huge. The last two letters indicate the type of attack: Ti = Tiny, Pi = Pincher/Beak, Ba = Bash, Bi = Bite, Cl = Claw, Cr = Crush, Gr = Grapple, Ho = Horn, TS = Trample/Stomp, St = Stinger, and We = Weapon. These codes differ slightly from the ***MERP*** codes and the ***Rolemaster*** codes.

(Primary/Secondary/Tertiary): Each creature usually initiates combat using its "Primary" attack. Depending upon the situation or success of the Primary attack, it may later use its "Secondary" attack or "Tertiary" attack.

16.4 MASTER ENCOUNTER TABLE

Encounter	Area Around Linhir and Dol Amroth	Eastern Belfalas	Gilrain Valley	Western Belfalas	Morthond Delta	Ered Tarthonion	White Mountain Foothills	Open Water in the Bay of Belfalas	Coastal Waters
Chance(%)	50%	35%	30%	25%	25%	15%	10%	15%	25%
Distance (miles)	1	3	4	5	2	8	4	20	5
Time (hr)	.5	2	3	4	2	4	4	4	4
General Traps	—	—	01	01	01	01	01-02	—	—
Natural Hazards †	01	01	02-03	02-04	02-11	02-06	03-11	01-10	01-25
Sites & Things @	02	02-03	04-05	05-07	12-21	07-10	12-16	11-12	26-30
Animals									
Kraken	—	—	—	—	22	—	—	13	31
Ray	—	—	—	—	—	—	—	14-16	32-33
Sea-turtle	—	—	—	—	23	—	—	17-18	34-36
Shark	—	—	—	—	24	—	—	19-22	37-41
Whale	—	—	—	—	—	—	—	23-26	42
Bears	—	—	06	08	—	11-12	17-18	—	—
Bees/Hornets	03-04	04-06	07-09	09-11	25-26	13	19	—	—
Wild Boar	—	07	10	12	27	14-15	20-21	—	—
Crocodiles	—	—	—	—	28-31	—	—	—	43
Goats	05	08-09	11-12	13-14	32	16-17	22-23	—	—
Hunting Lizard	—	—	—	—	33-34	—	—	—	44
Poisonous Snakes/Spiders	06	10-11	13-14	15-16	35-38	18	24	27	45
Wolves/Wargs/Wild Dogs	—	—	15	17	39	19-20	25-28	—	—
Other Animals #	07-24	12-39	16-40	18-46	40-67	21-50	29-54	28-57	46-69
Undead (N)	—	—	—	47	68	51	55-56	—	—
Local Men									
Bandits/Brigand/Thieves	25	40	41-42	48-50	69-70	52-54	57-60	—	—
Common Folk	26-62	41-58	43-66	51-67	71-74	55-67	61-70	—	—
Merchants	63-70	59-62	67-72	68-72	75-76	68-69	71	58-77	70-80
Military Unit	71-72	63	73	73	—	70	—	78	81
Nobles	73-76	64-65	74-78	74-75	—	71	72	79	82
Large Patrol	77-79	66-67	79	76	—	—	—	80-81	83
Small Patrol	80-85	68-71	80-85	77-79	77	72-74	73-74	82-84	84-87
Privateers	—	—	—	—	78	—	—	85-87	88
Smugglers	—	72	—	80	79-80	—	—	88-90	89-90
Spies	86	73	—	81	—	—	—	—	—
Other Individuals ‡	87-88	74-77	86-87	82-85	81-82	75-76	75	—	—
Other Men									
Corsairs	89	78-79	88	86-87	83	—	—	91-92	91
Dunlendings	90	80	89	88	—	—	76-82	—	—
Eredrim	91	81-90	90-91	89-93	84	77-91	83-87	—	92
Haradrim	—	—	—	—	—	—	—	93	93
Other Foreigners	92	91	92	94	85	92	88	94	94
General Folk ‡	93-95	92-93	93-94	95	86-88	93	89	95-96	95-96
Non-mannish Races									
Elves	96-97	94-97	95-96	96	89-97	94-95	90	97-99	97-99
Dwarves	98	98	97	97	—	96	91-92	—	—
Orcs (N)	—	—	98	98	—	97	93-94	—	—
Trolls (N)	—	—	—	—	—	—	95	—	—
Woses	—	—	—	—	—	98	96-97	—	—
Other Beings +	99-00	99-00	99-00	99-00	98-00	99-00	98-00	00	00

Use of this Table and Codes: The GM should determine the group's location and the appropriate column and then roll for a possible encounter. The period of time covered by an encounter roll is either the **Time** given on the table **or** the time it takes the group to cover the **Distance** given on the table, whichever is shorter. If an encounter roll is less than or equal to the **Chance** of Encounter given on the table, a second roll of (1-100) is made to determine the nature of the encounter.

An encounter does not always require a fight of similar activity; a group can avoid or placate some of the above dangers/meetings with proper action or good maneuver rolls. This table only gives the GM a guide for encounters with unusual or potentially dangerous sites or creatures.

N — These creatures are entirely or primarily nocturnal. If primarily nocturnal (e.g., Orcs, certain undead, etc.), they will appear only 50% of the time during daylight hours, and never if entirely nocturnal (e.g., certain undead, certain Trolls, etc.). Of course, if underground or inside, these restrictions do not apply.

† — At sea: rocks, squall, sudden gust of wind, whirlpool, etc.; on land; avalanche, rock slide, flash flood, grass fire, falling tree, quicksand, etc.

@ — At sea: islet, abandoned boat, flotsam, underwater wreck, etc. On land: a mine/quarry, a cave/cavern/lair, a burial site, a settlement/camp, a ruin, etc.

— At sea: dolphins, porpoises, eels, fish, octopuses, jellyfish, lamprey, piranha, etc. On land: deer, lynx, rabbits, squirrels, badgers, foxes, dogs, wildcats, skunks, etc. The GM may reroll or refer to a general creature such as ***MERP*** Table ST-2 or ***Arms Law/Claw Law*** Tables 11.52 and 11.62 or ***Creatures&Treasures*** Section 4.0. When referring to such a general listing, roll once to determine if the encounter is with an animal or a monster (e.g., 01-80 results in an animal; 81-00 means monsters). Then roll again and count down from the top of the chart to determine the specific type of creature. Note that some types (e.g., monsters from non-Middle-earth mythos) may be inappropriate, and another roll should be made.

‡ — Other individuals and General folk could be almost anybody but probably not someone very famous or powerful. They might include merchants, minstrels, unemployed soldiers, messengers, etc. See the Master NPC Table for other possibilities.

+ — Other beings usually alone, frequently powerful, but not always evil. They might be wizards, lords, monsters, Fell-turtles, Drakes, etc. The GM may reroll or, ideally, construct an encounter with a unique group or individual, such as a figure of note from the NPC table.

17.0 GLOSSARY

17.1 NAUTICAL TERMS

Beam — breadth of a ship at the waterline

Castle — a raised platform on a ship used for archery and artillery

Cargo — maximum weight of goods that a ship can carry

Displacement — weight of water moved by a ship in the water

Draft — average depth of water drawn by the ship's hull

Freeboard — height of a ship's main deck or sides of an undecked ship as measured from the waterline

Keel — a timber or plate projecting from the center of a ship's hull under the waterline and running lengthwise; provides stability

Length — distance from prow (front) to stern (rear) of a ship at the waterline

Provisions — number of days that crew can be adequately fed with rations carried on board ship

Ram — a pointed and possibly armored beak located on the prow of a ship designed to pierce an opponent's hull

Sails — are of two types; "square" is rectangular and suspended from the yard, a bar crossing the mast horizontally near the top; "lateen" is triangular, rigged to the mast and to an arm connecting horizontally from the lower part of the mast

Turn Radius — radius of the semicircle the ship must make to reverse action

Turn Speed — general ease and quickness of turning

17.2 FORTIFICATION TERMINOLOGY

Bailey — an enclosed courtyard

Ballista(e) — an engine which operates as a crossbow to hurl missiles or large arrows

Barbican — an outwork containing a castle gateway

Bartizan — a small tower suspended from a wall to provide flanking fire

Battlement — the protected summit of a wall from behind which defenders position themselves

Catapult — a stone-throwing engine employing torsion

Crenelation — a notched battlement with alternating openings (embrasures) and stone sections providing cover (merlons)

Curtain — a straight section of wall, part of an enclosure

Drawbridge — a wooden bridge that can be raised and lowered

Hall — the principal living and dining area of a castle or manor

Keep — the inner stronghold of a castle or manor

Machicolation — a stone projection extending the battlement out over the wall, with slots in the floor so that missiles can be dropped on those below

Porticullis — a vertical sliding grill with spiked tips; serves as a barrier gate

Splay — a sloping base of a wall or tower, which frustrates battering by deflecting a ram upward

CREDITS

Author: Carl Willner

Editing and Design: Peter C. Fenlon, Jr.

Development: Terry K. Amthor

Editorial Contributions: John David Ruemmler, S. Coleman Charlton, Kurt H. Fischer, Jessica Ney, Chris Christensen

Charts: Kurt Fischer, Coleman Charlton, Carl Willner, Pete Fenlon

Series Editor: Pete Fenlon

Color Maps: Jessica Ney, Pete Fenlon

Cover Art: Julek Keller

Cover Graphics: Richard H. Britton

Interior Art: Liz Danforth

Interior Graphics: Terry Amthor, Jessica Ney, Rick Britton, Pete Fenlon

Ship Deck Plans: Judy Hnat Anderson

Production: Jessica Ney, Suzanne Young, John Ruemmler, Kurt Fischer, Carolyn Weary

Typesetting: Sylvie Bellamy of The Design Group, Lynchburg, VA

Printing and Binding: Litho Artists, Charlottesville, VA

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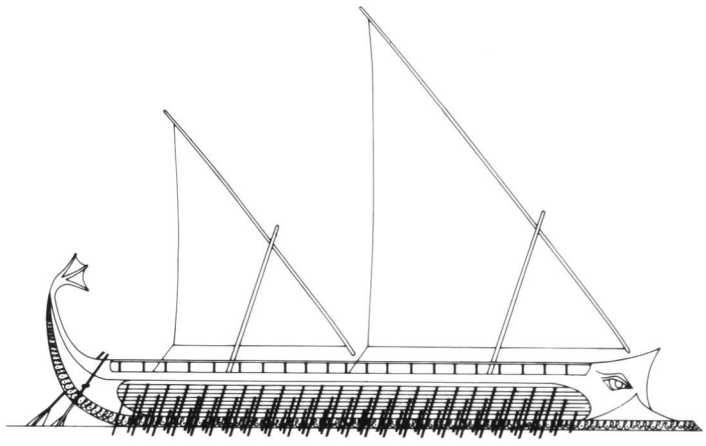
Special Contributions: Olivia H. "Another All-nighter?" Johnston, Kurt "I Can't Make the Clutch Roll" Fischer, Coleman "Sure... You Can Win!" Charlton, Kurt "No, the San Francisco Giants" Razmussen, Johnbo Ruemmler, Bill "Hi" Downs and the Waredogs, Deane "I'm Off... to Europe, that is" Begiebing, Bruce "I Like Quadri-annual Vacations" Neidlinger, Heike "I Like Them More Frequently" Kubasch, Carolyn "I'm Not" Weary, Billy "William/Bill/Will/James' Keeper" Covert, Terry "Like My Car?" Pryde; the Jordanian Weisman, the 'Hoos (Minus Olden), Lars and Klas and "the Swedes" (Despite Fred), and the Ultra-swink.



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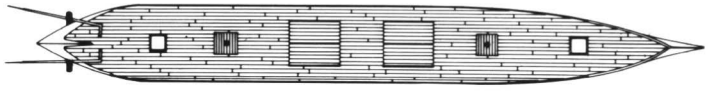

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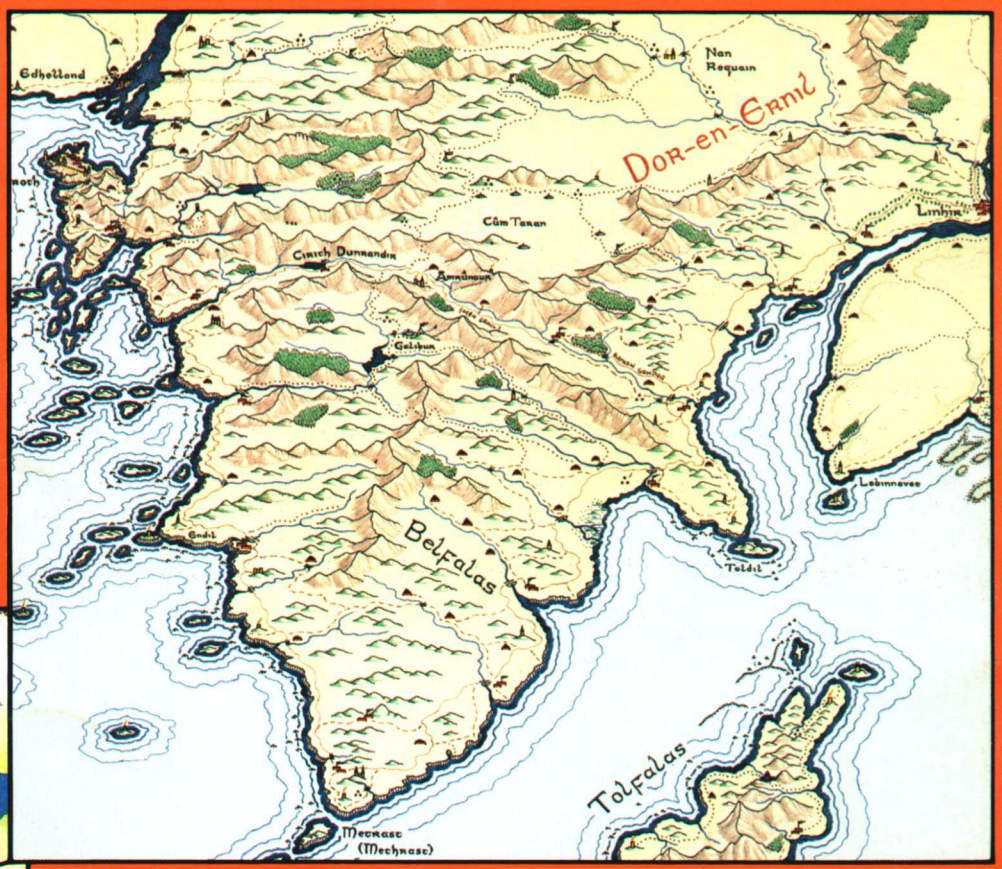

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